

ISSUE NO.
230
APRIL

GTM

GAME TRADE MAGAZINE

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- CHOOSE YOUR SIDE OF THE X-MEN WITH WIZKID'S WOLVERINE VS. CYCLOPS: X-MEN REGENESIS HEROClix GRAVITY FEED.
- CAN YOU SURVIVE ON THE DISTANT PLANET PK-L7? TEST YOUR SKILLS WITH THE NEWEST GAME IN THE ZOMBICIDE LINE FROM CMON, INVADER.



MARVEL

WOLVERINE
vs.
CYCLOPS

X-MEN REGENESIS

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STORYLINE OP

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SUMMER 2019

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Gravity Feed

MSRP: \$119.76 SKU: 73880

Month 1 OP
SKU: 73882

Month 2 OP
SKU: 73883

Month 3 OP
SKU: 73884

Hadara



Hadara
ZH005 | \$59.99

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games
zmangames.com

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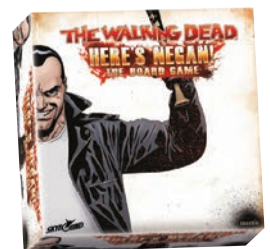
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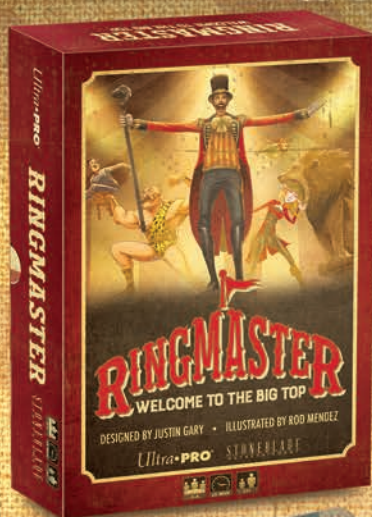
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CARDS WITH DAZZLING ARTWORK!**
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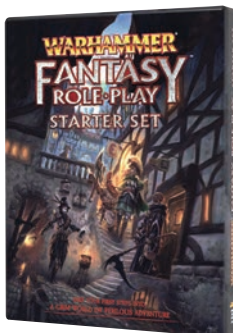
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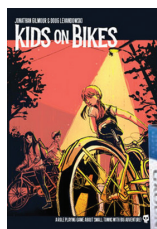
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CHALLENGE OF THE SUPERFRIENDS



Play your cards right to defeat the LEGION OF DOOM!

The Superfriends have gathered at the *Hall of Justice* to take on the challenge of thirteen of the most sinister villains of all time. Play your cards right and you'll defeat **The Legion of Doom**! Based on the classic animated TV show, **Challenge of the Superfriends Card Game**, utilizes Cryptozoic's new GRYPHON card game engine to deliver a fast-paced, easy-to-learn tabletop experience.

MSRP: \$15

**Release date:
Q2 2019**

- Simultaneous play: 2 to 4 players play their cards at the same time to capture Super-Villains!
- Simple, addictive gameplay that rewards both luck and strategy
- Cards call forth allies or Super Powers that can change the outcome!
- Play as Superman, Batman, Wonder Woman, or Aquaman, with new art based on the classic TV series



2-4



10+



25 min



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ENTERTAINMENT

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www.cryptozoic.com



Greetings Dear Readers!

Welcome to your April 2019 edition of *Game Trade Magazine*.

We've packed this issue with the exciting content you have come to expect from GTM, but this month we have a special focus on some exciting upcoming Organized Play programs!

First up, Fantasy Flight Games takes us behind the scenes and breaks down OP for the *Keyforge Unique Deck Game*. Take up the challenge Archons, defeat your rivals, and unlock vaults for your greater glory! (and prizes! Let's not forget prizes!)

Courtesy of WizKids, we also have an advance sneak-peek at the upcoming *Marvel HeroClix Storyline Organized Play* program, *X-Men: Regeneration*! In the aftermath of events in *X-Men: Schism*, the Children of the Atom have split — Cyclops and his team have chosen to remain on Utopia while Wolverine has returned to Westchester and opened the Jean Grey School for Higher Learning. Will Charles Xavier's dream survive? Which team will be victorious? You'll decide this summer!

We have all this and more (of course)! Be sure to check out the first look at CMON's latest *Zombicide* offering. Sail warm waters in Z-Man's *Miaui*, or thrill children of all ages in Ultra Pro's *Ringmaster*! We have games a plenty in this issue for the young, and young at heart.

And speaking of games — how many of you have taken up the challenge to play a new game every week in 2019? Don't worry if you've fallen a bit behind, it happens! I, myself have missed the odd week or two so far but am looking ahead to the *GAMA Trade Show* and getting caught up! I suppose it's still in the spirit of the challenge if we allow an average of one game a week, right?

While we're on the subject of the *GAMA Trade Show*, I'd like to add that I have always regarded this show as the start of the annual convention season, at least unofficially, which of course means that it won't be long until *Origins Game Fair* or *Gen Con Indy*! Have you made your plans yet to attend these (or other!) shows? *Game Trade Magazine* will be there, and we'd love to see you.

Game on!
-JG



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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

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SPOTLIGHT ON

GAME TRADE MAGAZINE #228
GTM contains articles on gameplay, reviews and reviews, game related fiction, and will contain games and game modules, along with subscription information on upcoming game and hobby supply releases.
GTM 228 \$3.99

ART FROM PREVIOUS ISSUE

ACADEMY GAMES

CONFLICT OF HEROES: AWAKENING THE BEAR 3RD EDITION
Awakening the Bear! - Russia 1941-42 takes you to the eastern front during Operation Barbarossa, the German invasion of Russia. Many consider this time period to be the birth of modern warfare tactics that continue to be used and perfected by today's modern armies. Scheduled to ship in January 2019.
AVG 5014 \$90.00

ARCANE TIMEN

DRAGON SHIELD: ART DECK SHELL
Scheduled to ship in October 2018.

ARADO ADM 31725 \$2.99

BETHIA ADM 31632 \$2.99

VERSUS SERIES: FORTRESSES AND CLANS
In this two player card game, lasting about 30 minutes, you will lead your clan as they lay siege to an enemy fortress, even as you defend your own Keep. Position your War Machines on the Ramparts, march your Troops for battle, and choose which of your clan commanders will lead the Assault on the enemy Keep! Scheduled to ship in November 2018.
ALC 78002 \$25.00

ARC DREAM PUBLISHING

DELTA GREEN: THE COMPLEX
Cosmic terror infects the U.S. government and the companies that profit from it. Delta Green: The Complex offers 19 new divisions for federal agencies and important contractors to enhance your <http://bondsmen.com/CronkingsDeltaGreen> campaign. Each dossier describes the entity's budget, operations, organizational structure and history, mandate, areas of focus, with other agencies, suggested professions for Delta Green agents, and what it's like to work there. Scheduled to ship in December 2018.
APU 8135 \$24.99

ARCHONA GAMES

GALACTIC WARRIORS
In Galactic Warlords: Battle for Dominion, you play as one of the Warriors, with purpose to establish your dominion over the controlled galactic region that was known as the Preklor Federation, and score the most points at the end of the game. You will do this by playing your hired Mercenaries represented by cards from your hand in your Command Area. Each of the Mercenaries will come with their own unit such as Troops, Tanks and Assault and officers such as Deploy, Recon, Assassinate and others. By using these units and officers, you will be able to exert control over the planets in the galaxy and gain Power throughout the game. Scheduled to ship in November 2018.
ARG 010 \$59.00

SMALL STAR EMPIRES
Small Star Empires is a quick arena control game for 2-4 players. In this game, players colonize the galaxy using their ships, which they move on a modular board containing hexagonal spaces (systems). The modular board is made up of seven different double-sided sector tiles, which allows for a different map and different experience each time you play the game. During a turn, a player must move one of their ships on the board, as far away as they want, but they cannot go over systems controlled by other players. Scheduled to ship in November 2018.
ARG 001 \$35.00

SMALL STAR EMPIRES: DAWN OF DISCOVERIES
After decades of geological tests done on a remote research station deep in Tulloran space, scientists stumbled upon amazing discovery. They found that the rare crystals they were studying have enormous amount of energy, unlike anything they've seen before. The discovery of these crystals led the galaxy to a new era of technological breakthroughs, as it was already going through exciting and turbulent times since the start of the first major intergalactic conflict. How will you use the possibilities that the powerful crystals have to offer? Scheduled to ship in November 2018.
ARG 003 \$20.00

SMALL STAR EMPIRES: THE GALACTIC DIVIDE
After decades of colonization, the spacefaring races have finally come to the moment where their own colonized space is not enough. Tensions are rising on each civilization tries to force its agenda upon the crowded galaxy and finally in position. When using Small Star Empires: The Galactic Divide, at the beginning of the game you choose which civilization to play with and take its corresponding civilization board. Each civilization board has unique abilities that cost certain amounts of power to play, and a track on which you mark the amount of power you have available. Scheduled to ship in November 2018.
ARG 002 \$20.00

ASMODEE EDITIONS

BARA YAGA
After slipping through the crooked fingers of Baba Yaga, you manage to escape her house. Then the witch pursues you aboard her flying cauldron! To escape, you need to cast three spells but the ingredients of all three are scattered throughout this strange forest. Scheduled to ship in January 2019.
ASM PB1113 \$24.99

SMALL STAR EMPIRES
ADM 31717 \$2.99

EXTANIUM ADM 31724 \$2.99

PASHALLA ADM 31634 \$2.99

DRAGON SHIELD: PLAYMAT
Scheduled to ship in January 2019.

PLAIN BLACK ADM 20501 \$14.99

PLAIN WHITE ADM 20500 \$14.99

FEATURED ITEM

JUNGLE SPEED: KIDS
In this new Jungle Speed version for kids, be the first to catch the token when two identical cards appear. The goal of the game is to get rid of all the cards as quickly as possible. Jungle Speed Kids is a lot of fun. Test your reflexes and be very quick.
ASM JSK002 \$14.99

FEATURED ITEM

TREASURE ISLAND
Long John Silver's crew has committed mutiny and has him cornered and tied up! Round about round, they question him about the location of his treasure and explore the island following his indications. Or his misdirection? Who knows... The old sea dog is surely plotting on escape, after all, other which he will definitely try to get his treasure back... Scheduled to ship in November 2018.
ASM TR01 \$59.99

FEATURED ITEM

VISIOO
A game of observation and speed! Challenge the other players in a test of speed and observation: be the first to find 20 items of the same kind on the cards you can see. As the cards pile up on the table, the tension rises. Collect the most cards and win the game! Scheduled to ship in November 2018.
ASM VS01 \$14.99

FEATURED ITEM

SMALL STAR EMPIRES
ADM 31717 \$2.99

EXTANIUM ADM 31724 \$2.99

PASHALLA ADM 31634 \$2.99

DRAGON SHIELD: PLAYMAT
Scheduled to ship in January 2019.

PLAIN BLACK ADM 20501 \$14.99

PLAIN WHITE ADM 20500 \$14.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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KEYFORGE™

ORGANIZED PLAY



By now, you probably know how Fantasy Flight Games, Richard Garfield, and *KeyForge* have introduced the world to an entirely new category of hobby game—the Unique Deck Game.

While *KeyForge*, in many ways, feels comfortably like a customizable card game, it isn't actually customizable at all. Its decks are, instead, procedurally generated as complete—and entirely unique—entities.

Each of these Archon Decks is checked for uniqueness against every other deck ever created, and each comes ready to play straight out of the box.

This means that *KeyForge* places an extraordinary emphasis upon discovery. Every new deck is a new Archon, scouring the Crucible for hidden Vaults, and relying on its own combination of cards, personality, tricks, and tactics. Exploring these elements through play is one of the game's greatest joys, and that joy is echoed and amplified at every level by the game's Organized Play program!



The Organized Play Pyramid

KeyForge Organized Play is a player's portal to the Crucible and the worldwide *KeyForge* community.

It exists to help build and grow *KeyForge* communities—to help players find places to play, meet other players, make new friends, and enjoy more of the game they love. And because there are all kinds of *KeyForge* players, the game's Organized Play program runs across a whole range of levels—all the way from casual Open Play Nights to the top-level competitions of the Vault Tour and the *KeyForge* World Championship.

The majority of these events—the ones that form the foundation for the whole program—take place exclusively



at brick-and-mortar retailers, who can choose to host in-store events ranging from Open Play Nights to ChainBound events, Store Championships, and Prime Championships.

Players participating in these events can earn rewards, ranging from the alternate art status cards included in Seasonal Kits to the playmats, deck boxes, and other prizes awarded at Store Championships and Prime Championships.

But the most exciting prizes that players can earn at the game's Store Championships and Prime Championships—as well as its ChainBound events—may be the valuable Æmbershards that seamlessly integrate into every level of the game's Organized Play program.



What Are Æmbershards?

Æmbershards are a digital reward associated with players' accounts in the *KeyForge* Master Vault. They mirror the collection of Æmber within the game and can be redeemed at any event with a Prize Wall for custom prizes such as card sleeves, playmats, tokens, metal keys, t-shirts, hoodies, and even one-of-a-kind items like *KeyForge*-themed gamer chairs and game tables. If there's a physical object that might demonstrate your love of *KeyForge*, you're likely to find it on a *KeyForge* Prize Wall!

This means there's always plenty of reason for players to participate in local ChainBound events—even if they don't expect to win. Qualified retailers can host ChainBound events as often as once per week, and players can earn one Æmbershard just for attending these fast and fun tournaments, plus one more Æmbershard for each game they win.

ChainBound events and *KeyForge* Organized Play also utilize two innovative tools to promote a healthy and dynamic local metagame—Chains and Power Levels. Chains are handicaps



placed on decks that win consistently (reducing the number of cards its owner can hold in hand), and if a particularly strong deck manages to dominate their local competition even with these handicaps, that deck will eventually gain enough Power Levels to graduate out of eligibility for the local tournaments—and to become eligible for other events!

The fact that players can gain Æmbershards at their favorite local game stores also means these local, in-store events are intricately linked to the Vault Tour, World Championship, and other events where players will find the *KeyForge* Prize Walls to redeem their Æmbershards. Players looking to travel to those events will find their ambitions firmly rooted at home—in their local game stores—where they can play regularly to build their supply of Æmbershards.

Getting Started

As the Vault Tour kicks into high gear and players across the world look forward to the Age of Ascension and all of its new Archon Decks, the desire and demand for *KeyForge* Organized Play are rocketing upward.

Due to its integration of Æmbershards and the *KeyForge* Master Vault, *KeyForge* Organized Play offers a uniquely robust, integrated, and customizable player experience—just the sort of thing you'd expect for the world's first Unique Deck Game!

Of course, it's also terrifically easy to get involved. Players just need to head to their local game store, bring a deck (or buy one), setup an account in the Master Vault, and jump in on the first Open Play Night or ChainBound event available.

For more information about *KeyForge* Organized Play—and how you can get involved—visit: FantasyFlightGames.com/OP/KeyForge



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For 3-4 players. Ages 10+. Playing Time: 75 Minutes.

The 19th Century has arrived and America is expanding west. Wagon trains filled with settlers seeking new lives and opportunities strike out to tame the wild land of the west. As opportunities dry up back east, a new frontier opens up in the west and settlers scramble for the best sites to live and trade. With such vast distances to cover, your settlers will need a new form of transportation — the railroad! Pack your wagon train and head west with us as we introduce you to *Catan® Histories: Settlers of America — Trails to Rails!*

The Basics

The core mechanics of Settlers of America are similar to those found in the modern classic Catan that we all know and love.

Settlers of America takes the basic rules and tweaks them in new ways: get gold, discover new areas, build wagons, lay track and ride the rails delivering goods to new cities. Get ready to relive the heady days of the westward migration and build the cities of the United States from sea to shining sea!



Wagons West

In Settlers of America, players begin by choosing from eastern settlement locations on a fixed map

of the United States. Initial settlements include purple cities on the eastern side of the board: Chicago, New York, Washington D.C., Raleigh, Atlanta, etc. As the game progresses, players establish cities further and further west. The original East Coast cities provide early game resources and become less productive as the game continues.

Players find some familiar resources represented in the game and some new ones as well, with resources including lumber, ore, grain, coal, cattle and a special resource: gold. You'll spend these resources for traditional builds in Catan, but you'll also need to reserve grain to move wagon trains, that are needed to build new cities, and coal to move your trains to deliver goods to other players' cities.

Better Living Through Combustion

To win it comes down to your rail networks and trade. Every time you found a new city, you'll gain access to a goods cube. These represent valuable trade items. Using your trains, you must deliver all your goods to cities owned by your opponents. The first player to deliver all of their goods wins the game!

The Catan Histories Line

The Catan Histories series allows you to experience the wonder and excitement of historical events through the classic mechanics that have made Catan one of the greatest games of all times. The available standalone titles include Rise of the Inkas and Merchants of Europe.

Be sure to check out Settlers of America, the most popular entry in the Catan Histories series. We hope you'll join us again soon and keep visiting the many lands of Catan!

About Catan® Histories: Settlers of America — *Trails to Rails: Settlers of America* is designed by Klaus Teuber. The game is intended for 3-4 advanced Catan players, ages 12 and up. Games take approximately 90-150 minutes.



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MARVEL WOLVERINE VS. CYCLOPS X-MEN REGENESIS HEROCLIX



CYCLOPS™
Jean Grey School of Higher Learning

STAND WITH WOLVERINE
At the beginning of the game, if Cyclops is part of a team, then you, as Wolverine, may replace this character with the "1" version of Cyclops.

MUTANTS UNITED IN UTOPIA
If another friendly character hits an opposing character this way, heal 1 click.

TO SAVE MUTANTS...
We have to save the best of the world.

TO SAVE THE BEST OF THE WORLD...
Too STOP Energy Shield/Deflection, Super Senses.

CHANGING BLAST
Healing Blast

TRAINED FOOTWORK
Charge

OPTIC BLAST
Healing Blast

WE CAN DO THIS!
Strong Shield/Deflection

DEFLECTED SHOT
Clear Sense

ADVANTAGE BURY QUOTE
Lens (Target/Lens Expert)

SIGNIFICANT APPEARANCE
X-MEN #1 (1963)

POINT VALUE: 120/70

HEROCLIX

CYCLOPS™
Jean Grey School of Higher Learning

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X-MEN #1 (1963)

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HEROCLIX

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Strong Shield/Deflection

DEFLECTED SHOT
Clear Sense

ADVANTAGE BURY QUOTE
Lens (Target/Lens Expert)

SIGNIFICANT APPEARANCE
WOLVERINE #73 (2009)

POINT VALUE: 120/70

HEROCLIX

WOLVERINE™
Jean Grey School of Higher Learning

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SIGNIFICANT APPEARANCE
WOLVERINE #73 (2009)

POINT VALUE: 120/70

HEROCLIX

WOLVERINE VS. CYCLOPS: X-MEN REGENESIS HEROCLIX GRAVITY FEED

WZK 73880..... \$119.76 | Available Summer 2019!

A schism has formed between the X-Men. **Wolverine** and **Cyclops** now each lead their own divisions of the X-Men as the "Jean Grey School of Higher Learning" and "Utopia" respectively. **Wolverine** and **Cyclops** will need to overcome challenges with their new teams, and the ramifications are felt in the entire mutant community. Starting in summer 2019, players will be able to collect 20 exciting figures with amazing sculpts in a brand-new countertop display unit, exclusive to this 3-month Storyline Organized Play event.

Each month players will use 3 foil packs to build a team and play against other players for monthly prizes, and grand prize figures for the third month for players who collected the most points across all three months. At the beginning of the event series, players will select a team to side with, and that will be their team for the duration of the 3-month event — their chosen team will determine which prizes they are able to earn each month. Characters have a special colored base corresponding to the team they represent for easy reference, yellow for **Wolverine** and blue for **Cyclops**. Players will also be able to use figures from previous monthly events and can trade 1 figure with another player before building their team to try to make a "Jean Grey School of Higher Learning" or "Utopia" keyword themed team.

In this event, each character has two different character cards (both printed on 1 folded card) that can be accessed by building around a "Jean Grey School of Higher Learning" or "Utopia" themed team. If a player has one of those themed teams, at the beginning of the game, they can replace the current card with the ".1" version of each of their character's cards. The ".1" cards can give characters new powers and abilities or combinations of abilities that the regular version of their card has. It serves as a bonus for players who are able to make a themed team based on the special keywords in this event. Additionally, all characters in the foil packs come with 2 different point values for flexible team construction.

Here are two special previews to show what these alternate cards will look like and what type of effects players can expect from them!

FIRST UP IS WOLVERINE!

Wolverine clocks in at 120 or 70 points. His first trait, called "I Stand With Wolverine," explains how players can use the ".1" version of the card that is found on the inside of the folded character card, but let's take a look at the other traits and powers first. Wolverine's "Healing Factor" trait gives him **Toughness**, and when he clears 1 or more action tokens, he can heal 1 click. His special defense power, "Weapon X Reject," serves as

his **STOP** click and gives him access to **Combat Reflexes** as well as **Super Senses**. The rest of his dial has standard powers which are staples for a **Wolverine** figure like **Charge**, **Flurry**, **Precision Strike**, and **Blades/Claws/Fangs**, in addition to **Indomitable** for **Willpower** and the **X-Men** team ability. Taking a look at the 001.1 character card for Wolverine, you will notice a color stripe to match his faction, as well as the fact that he has the same dial, standard powers, and the "Weapon X Reject" special power. However, his "Healing Factor" trait gives him access to **Toughness** like it did before, but the other part of the effect is changed to a **FREE** action that heals 1 click instead of only when he clears action tokens. This seems like a small change, but now **Wolverine** can heal every turn, making him even more difficult to take down. And of course, he has the "Jean Grey School of Higher Learning", "X-Men", and a few other keywords for named themed team building.

NEXT UP WE HAVE CYCLOPS!

Like Wolverine, Cyclops comes in at 120 or 70 points. Cyclops has two traits: "Cyclops Was Right," which can change his card to the ".1," and "Mutants United in Utopia," which allows him to heal 1 click as a **FREE** action if another friendly character hit an opposing character that turn. He also has a special defense power that is a **STOP** click, and gives him **Energy Shield/Deflection** and **Super Senses**. Like Wolverine, Cyclops is very durable, and capable of leading other **Utopia** and **X-Men** figures on a team while dishing out a lot of damage on his own. Cyclops' dial is rounded off with lots of **Penetrating/Psychic Blast** and **Ranged Combat Expert**, in addition to **Indomitable**, **Improved Targeting** to ignore characters, and the **X-Men** team ability. Shifting over to his 002.1 character card, he has the same dial, standard powers, and his defense special power, but the "Mutants United in Utopia" trait has a bit of an upgrade. This time, instead of healing 1 click when another friendly character hits an opposing character, Cyclops heals two clicks. Combined with his **STOP** click(s), the extra healing Cyclops receives from this trait upgrade can make an enormous difference during a game. Cyclops also has the "Utopia" and "X-Men" keywords for themed teams.

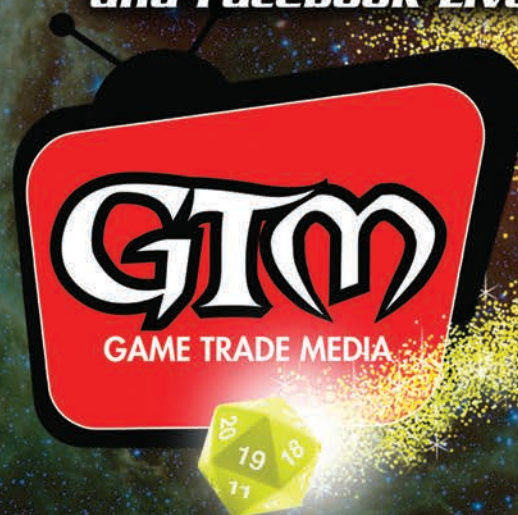
Be on the lookout for more previews of this upcoming storyline event and decide which team you stand with! There are plenty of fan-favorite X-Men characters representing each team, including **Danger**, **Hope Summers**, and **Storm** on Cyclops' team, and **Beast**, **Gambit**, and **Iceman** on Wolverine's team. Check out these storyline events to find your favorite characters and begin the Regensis of the X-Men! Make sure your friendly local game stores get in on this awesome event series!

...

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ZOMBICIDE INVADER

SURVIVAL ON A DISTANT PLANET



ZOMBICIDE: INVADER
COL ZSC001 \$99.99 | Available Q3 2019!

With the discovery of the small planet PK-L7, humanity thought their energy concerns were over. A highly volatile material known as Xenium was the perfect fuel for deep space travel. Within a year, teams of civilian scientists and investors had set up a thriving home base on the barren rocky surface. There was a lot of money to be made in the Xenium business, and you can bet that these companies wanted to protect their investment. Accompanying the civilians were carefully selected international military personnel. It might have seemed like overkill to have so much firepower on what was essentially a corporate endeavor, but that was before the attack, before everything went wrong. It seems humans weren't the only ones that discovered PK-L7 and wanted to harvest its resources.

The Xenos, as they were referred to by the human inhabitants, arrived at around the same time as the Earthlings, and set up their own Xenium extraction program. Although communication between the two intergalactic races was limited, the Xenos seemed peaceful. But something changed. The first attack occurred deep below the surface, in one of the mining tunnels. The human forces were almost entirely wiped out, and those that made it back to the base let the others know that the Xenos had become violent.

In *Zombicide: Invader*, 1 to 6 players take on the role of Survivors on PK-L7. They must work together to withstand an onslaught from an alien force. The battles take place within the walls of the international space station, as well as on the surface of PK-L7.

Invader is the latest entry in the award winning *Zombicide* series. For this adventure, many new elements were introduced to offer a fresh challenge to fans.

The Survivors in *Invader* come in one of two classifications. They are either Civilians or Military. The Civilians don't have the same training or heavy-duty armored tech suits that the soldiers have. They are a weaker bunch, with only two hit points. However, they do have an intimate knowledge of the base, and they are able to search anywhere, allowing them to get their hands on useful equipment. The Military members are protected inside their suits, with three hit points each. They are the best bet in combat situations. However, they are less familiar with the base and only able to search for items in Security rooms.



The human Survivors are going to have to work together and make use of the technology around them if they ever hope to leave the planet. The Xenos are a terrifying foe that seem to be reacting to the Xenium in a way that turns them into vicious monsters.

The most common of the Xenos are referred to as the Workers. They are a bit weaker than some of their larger brethren, but no less enthusiastic when it comes to killing. The Workers are not just deadly, they are numerous, appearing in swarms to overwhelm their targets. The Hunters are also not large in appearance, but what they lack in size, they make up for in skills. The Hunters have clearly had some sort of combat training, learning to avoid ranged attacks until they're close enough to launch some of their own. Giant, lumbering beasts known as

Tanks have caused nightmares for the Survivors on PK-L7. They move slowly, but when they get within range of a target, they deal out a devastating two points of damage, and they require two damage to defeat. Finally, the last known Xeno type is the Spoiler Abomination. It seems to be infected more

than any other Xeno, with corrosive Mold oozing out of its pores. Everywhere the Spoiler Abomination goes, it leaves behind a trail of Mold which eats away at the walls of the base. Active Mold also serves as a Spawn point for new Xenos to enter the board. The Survivors will have to work to destroy its spread before it takes over the entire base and loses them the mission.

Staying alive on PK-L7 is not going to be easy for the Civilians and Soldiers. The Xenos are surrounding the base and it's only a matter of time before the walls are breached. Battles take place inside as well as in the vacuum of the planet's surface. They may have come here as individuals, but if they want to get home, they are going to have to work as a team.

Zombicide: Invader will be available in Q3 2019.

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Sean Jacquemain is a Content Producer for CMON and Managing Editor and photographer of *The Daily Worker Placement* blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.



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NARRATIVE IN GAMES



KIDS ON BIKES RPG CORE RULE BOOK
RGS 07119\$24.99 | Available Now!

PROVING GROUNDS
RGS 0877\$35.00 | Available March 2019!

CLANK! A DECK-BUILDING ADVENTURE
RGS 00552\$60.00 | Available Now!

Humans have been telling stories since the beginning of time. Sharing our experiences, letting our imaginations run wild, and understanding our world through tales is part of what makes us who we are. It's no surprise that narrative plays an important role in games. The added layer can create a more immersive experience but can also help us understand the rules and jump into the game more quickly. From the elaborate Napoleonic miniature games to simple roll n' writes, we are compelled to weave stories into our hobbies.



Role Playing Games offer some of the most obvious story telling options in the gaming landscape. While some guide players through a particular tale, others, like *Kids on Bikes*, allow for the players to create their own universe using the simple tools presented in the book. Known as a World-building Game, *Kids On Bikes*, gives roleplayers the choice of what setting they choose to play, the rules of how to interact, and leaves it up to the players to decide what adventure they will form. This gentle guiding hand encouraged the players to be as creative as possible while often drawing from their own real experiences. Adults who lived through the nostalgic 80's settings of no cell phones or helicopter parents can share this alien world with their own kids or friends in a safe and fun environment. The younger generation can experiment in this mysterious world through the reminiscing of the experienced players. In this type of game, the narrative is suggested by the game but really created by the players. This is not the case with all games!



Narrative can also be presented in the form of a full story, added to a game to set the stage for the conflict or goal that is ultimately the objective of the game. While most games have a short paragraph of story in the rulebook, some games like *Proving Grounds* go the extra mile to have a full novella. The 32-page book included with this game, give the solo player a better understanding of the world when the game is ultimately played. By setting the stage with the background story, the player immediately understands both the goal of the game and will more quickly pick up on the rules. This also increases the tension as players will sympathize with the gladiator Princess battling in the arena to defeat her foes and take her rightful spot on the throne. Each module in the game will add a piece of the narrative, further immersing the player.

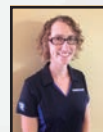


Even board games with only a small amount of written narrative can use other methods to encourage players to dive in and tell their own stories through a melding of art and mechanics. *Clank! A Deck-Building Adventure* invites players to use their imaginations as they delve deep into the cave while trying to be as quiet and sneaky as possible. Playing a "Clank!" card will create noise in the dungeon and alert the Dragon Queen of your presence. When cubes are pulled out of a bag, players feel the suspense of the dragon's attack. These simple mechanics allow players to easily see their character as more than a token on a board. Players often tell stories of their epic defeats or victories long after all the pieces have been neatly placed back in the box.

Many of us live in relatively sterile dwellings and generally travel outside of our homes just to go safely to our work environment. We aren't battling dragons, wielding swords, or searching for clues about alien invaders on a daily basis. But that won't keep us from telling stories about everything from the magical to the mundane. It's part of who we are as humans and games can help us do that in a 3D and relatable way from the comfort of our kitchen table.

...

Sara is the Director of Sales and Marketing at Renegade Game Studios and Co-Owner of Rook's Comics and Games. When she's not playing board games, traveling to conventions, or training her dog, you might find her hiking in the wilderness of Montana.



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CAMPY CREATURES



CAMPY CREATURES 2ND EDITION

KYM 0202 \$24.99 | Available July 2019!

Do you ever feel like the mad scientists in those classic horror movies are just misunderstood? We did too! So we made a game about it. *Campy Creatures* finally gives the bad guys the attention they deserve.

Campy Creatures puts 2-5 players in the roll of mad scientists sending out their campy creations to hunt down the mortals that will serve as their next test subjects. Game play revolves around simultaneous action selection from creature cards. Players will all have the same set of creatures at their disposal, with the same numbers and abilities, so timing is crucial, and a game of cat and mouse will ensue over three rounds, or nights.

Theme was a launching point for the game's designer and Keymaster creative director, Mattox Shuler, back in 2014. Those monster treasures of the classic B Movie posters "spoke to his heart," he recalls. A hobby game enthusiast himself, Mattox started thinking about ways he could use game design to explore higher level product design using a simpler card form game idea. Like most game ideas, *Campy* grew and grew, with a thick combat system, multiple locations, and game play that took way too long.

While he used the competitive play style of classics like *Magic* or *Munchkin* to build the game mechanically, he ultimately landed on simultaneous card selection, a more reduced mechanic, like you might find in *For Sale*, *Mission Red Planet*, or *Libertalia*. The shift tightened gameplay and turned *Campy* into the far more accessible filler game that it is today. With each turn and round, players learn more about each other so tension heightens, and then releases with a laugh when players end up playing the same card.

That's where one of the handy components — the Clash-o-Meter — comes in. On a really basic level this board functions to break ties whenever they occur in the game, but ultimately, the Clash-o-Meter adds a



Kyle Key, Keymaster founder, and Mattox launched an entirely different project ahead of *Campy Creatures: Control*, a much simpler offering, with artwork done in house by Kyle himself, allowed the team to learn the ropes of product development and the success with this project allowed them to work with an outside creative like Josh for *Campy*.



meta-gaming system that drives a lot of strategy in *Campy*.

Of course, *Campy* wouldn't be much without the eye-catching art of Josh Emrich. His earlier work on beer labels contributed to the inspiration, but Josh had never ventured into art for board games before. Josh came up with a unique take and style to the game that has helped set the bar for the types of illustration and design you can expect out of a Keymaster product today.

Campy Creatures, as well as *Control*, are getting 2nd Editions in 2019. This new edition features a newly laid out game board and re-introduces Locations to the game, and a new slightly larger game box. Locations, as well as an all new Mortal Deck card type introduce gameplay

tactics that tie the game rounds together. Alongside the updated edition of the game, 2018 marked Keymaster officially expanding into the *Campy*-verse with *Expansion I* and announcements for more games in the verse to come! *Campy Creatures 2nd Edition* and *Control 2nd Edition* are expected to release July 2019.

...

Jennifer is the Marketing Director for Keymaster Games. When she's not doing board gaming stuff, you can find her in front of a video game saving the galaxy, or escaping with a good book or movie. Good luck, have fun!



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Blood & Plunder

No Peace Beyond the Line



28 MM HISTORICAL MINIATURES GAME

Set during The Golden Age of Piracy

Prepare for new adventure on the Spanish Main! This expansion to the original *Blood & Plunder* line-up will allow you to take control of new groups that existed within the seventeenth century Caribbean. Sail the seas as the powerful Dutch Republic or explore new scenarios as the feared Darien Natives! You can also bolster your existing Blood and Plunder armies with the land and sea European Forces army boxes.

The Galleon

By Meagan Herrin

The most impressive prize in the Firelock Games fleet so far is the beautiful Spanish Galleon. To the run-of-the-mill scallywag, this treasure ferry was nigh impregnable. To an seasoned sailor, however, she may be just the job needed to end one's seafaring career on a particularly high note.

FLOATING TREASURE TROVES

The Spanish galleon was a specific type of hull constructed for warfare and ferrying treasure and, with few exceptions, no longer exists after the 1640s. From the 1650s onward, the term "galleon" generally referred to any armed Spanish treasure craft. Most often, they are frigate-built with strong hulls meant for carrying heavy cargo and resisting round shot. Only about a third of galleons were actually constructed in Spain. Another third were made in the Netherlands, and another third were crafted in the Spanish Americas.

A common identifier amongst these grandiose ships would be the open stern galleries. They were a means for carrying additional cargo without upsetting the Spanish laws and bookkeepers known for their heavy regulation of trade to the Americas. Aside from her obvious heft, the profile of this massive ship is hard to miss. She features a high stern with quarterdeck and poop deck, and is often accentuated with up to three open galleries and blatantly religious ornamentation. And she is always named for a religious figure.

As one may expect, buccaneers were never responsible for the capture of a fleet of these magnificent treasure ships, and were known to lie in wait for treasure fleet stragglers. They have, however, ensnared situado, or payroll, galleons as well as galleon ships of the pirate-hunting Armada de Barlovento.



BLOOD & PLUNDER: GALLEON SHIP

FGD 0091 PI | Available Q3 2019!



DEVELOPING TINY TOWNS



TINY TOWNS
AEG 7053 \$39.99 | Available Q2 2019!

Tiny Towns is the first game I was a lead developer on and even though I'm new to the process, one thing I've learned is that when developing, you never really know how finished the project will be when it comes to you. Sometimes they're a lot of needs for the game: More cards, balance issues, unclear mechanisms. Other times you get lucky and a game comes to you near completion. The latter was the case for *Tiny Towns*. The first time I played *Tiny Towns* I felt like there wasn't going to be a whole lot for me to do, aside from gather art and get a graphic designer.

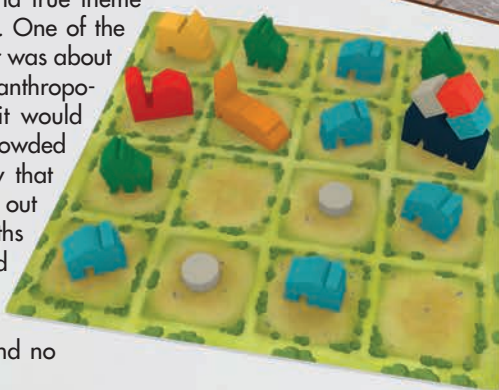
...But I decided I would do a bunch of work with the designer, Peter, to expand the game and almost triple the number of cards in the game.

I worried a little about the theme of *Tiny Towns*. There are so many city building games and I wondered how to make us stand out. Luckily city building is a tried and true theme like fantasy or trading in Europe. One of the first conversations I had with Peter was about possible re-themes, I suggested anthropomorphic animals because I felt it would stand out and it was an uncrowded market. Obviously, I didn't know that *Root* and *Everdell* would come out with large success just a few months later. To be fair I also suggested mushroom people which got several weird glances at the time, but I contend its original and no one has done it before.

Peter got onboard with the animals fairly quickly, which at the time I thought he was just being polite (or trying to get me to stop talking about mushroom people), but after he wrote a long, detailed background and history of the *Tiny Towns* universe I realized that maybe the animals were the perfect fit for the game.

Early on Peter told me his idea for the Monuments in *Tiny Towns*. This was designed for two reasons: First to break up peoples' calls so no one would have the same ending board, and secondly to give players a unique game after several plays.

I also recommended to Peter that we come up with four building of each type, which would also add re-playability. We also wanted to mix up the color combinations of the buildings so resource values would feel different from game to game. The only exception we made for this was to always have the cottage in the game and to have the "Well" piece always be made up of the two resources that aren't involved with the cottage. The main way Peter and I worked was by making Google Sheets with every idea we had and then whittling down from there. One of the best things about working

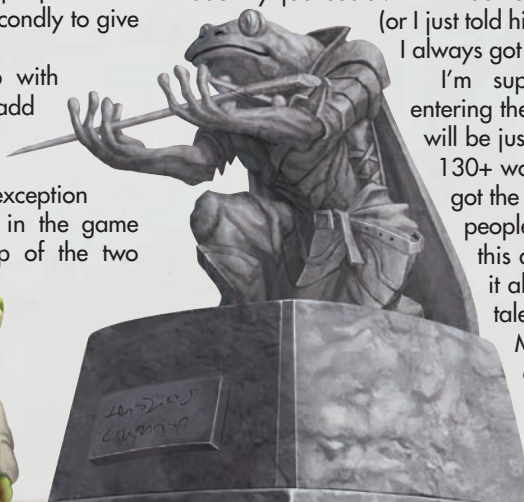


on this game was that we were able to immediately test our ideas with each other.

One of the most remarkable things about *Tiny Towns* is the ability to play this game over Skype. Working with Peter like this truly made it a collaborative effort. The only thing that we did independently was working on the solo mode for the game. Peter and I each came up with a different solo mode for the game. Peter's idea became the solo mode for the game, whereas mine

became the Town Hall Mode once we realized it was a unique way to play *Tiny Towns*. One of my favorite parts of working on *Tiny Towns* was being the art director. The first thing I did as Art Director was design all the meeples in the game. It was important that this game would look good and be vibrant from across the room. I knew this also meant we needed quality art and we needed it fast. I decided to work with Gong Studios, I knew they had worked on other games involving buildings, so I knew they would achieve great results. The main thing I stressed to them when the project started was how important colors were going to be for this project. Gong Studios really leveled up the game with their art and I truly believe we have a good-looking game on our hands. I had the wonderful pleasure of finalizing the game with graphic designer Matt Paquette. Matt, like most of the people I worked with on this project, made my job easier. All I had to do was tell him what I wanted (or I just told him to do whatever he wanted) and I always got amazing pieces.

I'm super excited about *Tiny Towns* entering the hands of gamers. I know people will be just as excited when they look at the 130+ wooden pieces as I was when I first got the sample copies from China. I hope people will have as much fun exploring this animal world as I had developing it along with the designer and all the talented artists working on this project. Maybe it was a good thing we didn't make this game about mushroom people.



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ALC STUDIO

THE HUNGER GAMES:

MOCKINGJAY THE BOARD GAME

The Hunger Games: Mockingjay The Board Game is a strategy board game in which one side controls the oppressive Capitol and the other District 13 attempting to overthrow the regime. With beautiful figures of the most iconic characters from *The Hunger Games*, players must use tactics and limited resources to exert influence on the districts and control Panem. Scheduled to ship in August 2019.

ALC TBA.....\$90.00



ALDERAC ENTERTAINMENT GROUP



THE CAPTAIN IS DEAD: DANGEROUS PLANET

After escaping from the alien prison, the crew was assigned a new captain and a new mission: to locate artifacts on a dangerous planet within the alien empire. However, just as the away team stepped out of the shuttle, a giant alien bug swooped down and bit off the captain's head! As the intrepid crew, you must use your various skills to venture deep into the ancient tunnels and discover the alien artifacts. Will you be able to collect enough artifacts to unlock the alien technology before you are overwhelmed by swarms of bugs?

AEG 7039.....\$49.99

TINY TOWNS

You are the mayor of a tiny town in the forest, where the smaller creatures of the woods have created a civilization hidden away from predators. This new land is small and the resources are scarce you take what you can get and never say no to building materials. Cleverly plan and construct a thriving town and don't let valuable resources go to waste.

AEG 7053.....\$39.99



APE GAMES

PETRICHOR: HONEYBEE EXPANSION

Pollenate your apple trees, your blueberry bushes, or your watermelon, collect more honey than your opponents, and use the bee to sneak into tiles where nobody expected you to get to! The *Honeybee* expansion for 1-4 players (including full solo support), and if combined with the *Flowers* expansion, also supports 5 player mode. *Petrichor* just got sweeter. Scheduled to ship in May 2019.

APE 3020.....\$20.00



RICE DICE: A SPIRITS OF THE RICE PADDY DICE GAME

Rice Dice is a streamlined dice game version of *Spirits of the Rice Paddy*. Players familiar with that game will feel at home with *Rice Dice*. New players will find *Rice Dice* to be a great introduction to its big brother. Roll the custom dice and choose one action based on the results: Add rice paddy cards to your field using the card action, run water through your paddies, or assign laborers to plant and harvest. Harvesting gains players rice, which is essential to winning, but paddies with weeds produce less rice so it's essential to assign laborers to keep paddies clean.

APE 3200.....\$25.00

ARES GAMES

WINGS OF GLORY

Scheduled to ship in April 2019.



ALBATROS D.V (VON RICHTOFEN)

AGS WGF103E.....\$15.90



FOKKER DR.I (BAUMER)

AGS WGF104E.....\$15.90



ALBATROS D.V (WEBER)

AGS WGF103D.....\$15.90



FOKKER DR.I (KEMPF)

AGS WGF104D.....\$15.90



NIEUPORT 16 (BALL)
AGS WGF125A\$15.90



SOPWITH CAMEL (KISSENBERTH)
AGS WGF102D\$15.90



SOPWITH CAMEL (MACLAREN)
AGS WGF102E\$15.90



SPAD XIII (CHAVANNES)
AGS WGF101E\$15.90



SPAD XIII (FONCK)
AGS WGF101D\$15.90

WINGS OF GLORY: TRIPODS & TRIPLANES

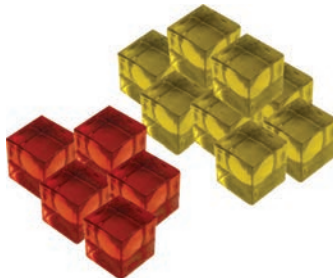
Scheduled to ship in April 2019.



ADDITIONAL COUNTER SET
AGS WGF805A\$14.90



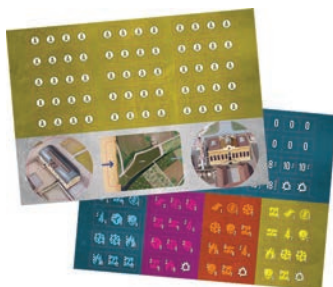
ADDITIONAL DAMAGE DECKS
AGS WGF806A\$14.90



ENERGY CUBES (30)
AGS WGF808A\$4.90



MKII SCARAB TRIPOD PACK
AGS WGF802A\$25.90



WW2 COUNTER SET
AGS WGF807A\$14.90

ASMODEE EDITIONS



FEATURED ITEM



ANIMOUV

Animouv is a children's game of moves and strategy. The goal of the game is to win the various animal cards. Scheduled to ship in May 2019.

ASM DC8446\$19.99



FEATURED ITEM



BATASAURUS

A memory-trick taking game hybrid with dinosaurs! Each player gets 12 cards laid out in front of them randomly and has to memorize where they are. Scheduled to ship in May 2019.

ASM DC5136\$8.99



FEATURED ITEM



BATA-WAF

A simple card game for players aged 3 and up! Each card has a different dog on it with a corresponding height - numbers 1 through 6. The cards also feature corresponding colors to go with the numbers for accessibility and color teaching! Scheduled to ship in May 2019.

ASM DC5104\$8.99



FEATURED ITEM

**BIG PIRATE**

The sailors land on Big Pirate's island to steal his treasure. But he doesn't want this to happen and really wants to catch them before they are off to sea again... Scheduled to ship in May 2019.

ASM DC8423 \$39.99



FEATURED ITEM

CHOP CHOP

A semi-cooperative strategy game for the mice players. One player plays the cat, and the others the mice! The mice need to work together to collect ten pieces of cheese, while the cat tries to catch them. Scheduled to ship in May 2019.

ASM DC8401 \$39.99



FEATURED ITEM

**CRAZY EGGZ**

There are eggs all over the place! You are the chicken, and you have to grab, stand, and hide these crazy eggs to get them. Take as many eggs as possible and be the best chicken of all! Scheduled to ship in May 2019.

ASM EGG01 \$19.99



FEATURED ITEM

CUBISSIMO

Using 7 wooden pieces, reconstruct a perfect cube and 30 challenge cards showing starting positions from which the cube must be built. Scheduled to ship in May 2019.

ASM DC8477 \$24.99



FEATURED ITEM

**DIAMONIAK**

A first push your luck game where the objective is to build your own castle before witches arrive and attack you! Scheduled to ship in May 2019.

ASM DC5117 \$8.99



FEATURED ITEM

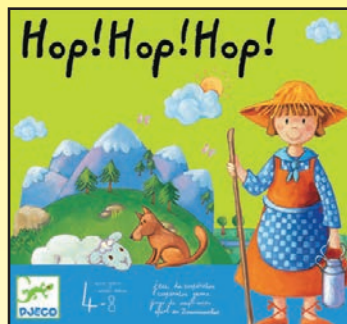
FOLANIMOS

Animal tiles are put together so that heads are connected to a non-matching body. Then cards that match the tiles are flipped over one at a time. The players must find the tile that matches the card and then make the noise that you would expect from the other half. Scheduled to ship in May 2019.

ASM DC8465 \$24.99



FEATURED ITEM

**HOP! HOP! HOP!**

Shepherdess, her sheep, and dog must get to cover before the wind takes away the bridge! Scheduled to ship in May 2019.

ASM DC8408 \$39.99



FEATURED ITEM

JUNGLE LOGIC

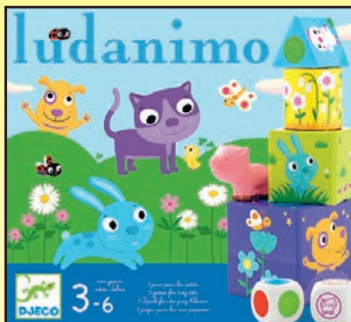
Using the principle of Sudoku, the grids impose constraints for placing the 9 wooden tokens. Logical thinking should see you through the 30 challenges. Scheduled to ship in May 2019.

ASM DC8450 \$19.99





FEATURED ITEM

**LUDANIMO**

Three games in one box! A racing game, a memory game, and a dexterity game for young children. Scheduled to ship in May 2019.

ASM DC8420..... \$39.99



FEATURED ITEM

MISTIGRI

Link the pairs of pictures without rescuing that darn cat! Winning is as easy as that. Scheduled to ship in May 2019.

ASM DC5105..... \$8.99



FEATURED ITEM

**NAGARAJA**

Nagaraja is a two-player game where players move around the shifting paths of their temples in a race to accumulate treasure points. Scheduled to ship in May 2019.

ASM NAG01 \$39.99



FEATURED ITEM

**NEMESIS**

Nemesis is a 1-5 player space survival game with incredible miniatures and clever, immersive rules that include cooperation, bluffing, backstabbing, and all other elements of an iconic science-fiction horror adventure. Scheduled to ship in May 2019.

ASM NEM01 \$149.99



FEATURED ITEM

**NIWA**

Get immersed in a Japanese garden in Niwa, the game of strategy with the goal to reach your opponent's temple. Scheduled to ship in May 2019.

ASM DC8489 \$29.99



FEATURED ITEM

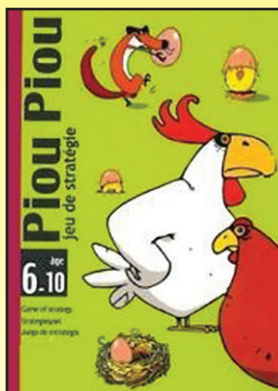
OCTOPUS

The little fish are making too much noise and the octopus is annoyed with them. The octopus squirted ink making the water black and cloudy now! Scheduled to ship in May 2019.

ASM DC8405 \$29.99



FEATURED ITEM

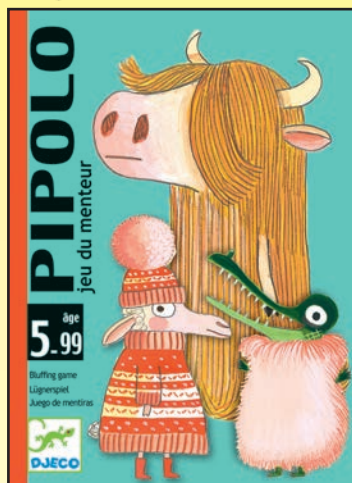
**PIOU PIOU**

There's panic in the hen house and the fox is on the prowl! The eggs haven't hatched yet, but when they do, it's your job to collect the chicks quickly. Scheduled to ship in May 2019.

ASM DC5119 \$8.99



FEATURED ITEM

**PIPOLO**

A card game of bluffing proportions – but most of all, fun! Lay down the same suit as everyone around the table, but if you don't, do your best to 'pretend' you do. Scheduled to ship in May 2019.

ASM DC5108 \$8.99



FEATURED ITEM

**POUET! POUET!**

The players have to guess what is illustrated on the card by sounds or mime. An ideal game for small children as they don't have to be able to read. Scheduled to ship in May 2019.

ASM DC5152 \$16.99



FEATURED ITEM

SARDINES

A card game for children 5+ and adults alike! Perfect for strengthening and building skills in memory game format, but this time with a twist. Scheduled to ship in May 2019.

ASM DC5161 \$12.99



FEATURED ITEM

PIRATATAK

A first push your luck game where the objective is to build your own ship before pirates arrive and attack you! Scheduled to ship in May 2019.

ASM DC5113 \$8.99



FEATURED ITEM

**SPLENDOR: PLAYMAT**

Truly adopt the roll of prestigious Renaissance merchants with the new Splendor playmat. Scheduled to ship in May 2019.

ASM SPLM01 \$24.99



FEATURED ITEM

**POLYSSIMO**

Polyssimo contains 11 beautiful wooden pieces which players use to put a square back together. 30 challenge cards start the players off with starting positions for certain blocks, but the rest is up to you! Scheduled to ship in May 2019.

ASM DC8454 \$24.99



FEATURED ITEM

**SPOT IT! 123 (BOX)**

Award-winning game of visual perception for the whole family. Between any two cards there is always one and only one matching symbol. Spot it fast to win. Scheduled to ship in March 2019.

ASM SP432 \$12.99

SPOT IT! WATERPROOF (BOX)

Make a splash with *Spot It! Waterproof*! Like the other *Spot It!* games, *Waterproof* will come with a variety of unique pool and beach themed symbols for you to identify and match from card to card. The best part about *Spot It! Waterproof*? Is that it actually IS waterproof! Scheduled to ship in March 2019.

ASM SP433 \$14.99



FEATURED ITEM



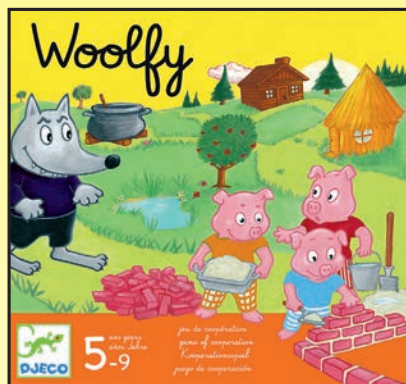
TIME STORIES: MADAME EXPANSION

In *T.I.M.E. Stories: Madame*, the T.I.M.E. Agency sends Agents to 17th Century Versailles to infiltrate high society and test a new technology. Scheduled to ship in May 2019.

ASM TS11 \$29.99



FEATURED ITEM



WOOLFY

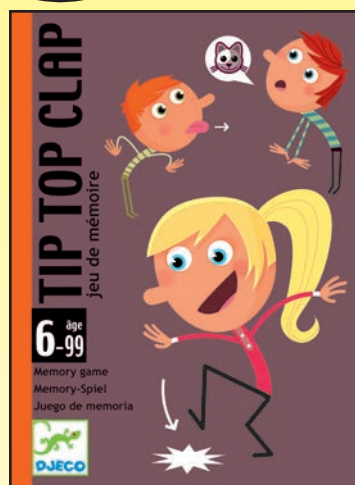
A game of cooperation. The players try to build the brick house to keep the 3 little pigs safe before the wolf catches them and puts them in the cooking pot! Scheduled to ship in May 2019.

ASM DC8427 \$39.99

ATLAS GAMES



FEATURED ITEM



TIP TOP CLAP

A fun game of activity and movement! In *Tip Top Clap*, players draw from 32 cards that have got different noises and gestures on them. Scheduled to ship in May 2019.

ASM DC5120 \$8.99

MEEPLES TOGETHER

Meeples Together is a deep dive into co-op gaming titles, mechanics, theory, and frontiers. Written for players, designers, and aficionados of cooperative games. Features fourteen in-depth case studies that explore favorites like *Pandemic*, *Battlestar Galactica*, and *One Night Ultimate Werewolf*.

ATG GPW007 \$24.95



OVER THE EDGE RPG HARDCOVER

The original RPG of counter-culture conspiracy, weird science, and urban danger comes roaring back in a completely reimagined edition. Everything old is new again, appealing to new and existing fans alike: New narrative rules improve storytelling. New character traits propel drama. New world details keep everyone guessing. The Edge is the weirdest city in the world: Get into trouble. Question your place in the crazed multiverse. Take a draught of madness. Fight a baboon. Take a leap *Over the Edge*.

ATG 2003 \$44.95



FEATURED ITEM

TOTEM ZEN

Players must grab the beads showing on the cards – but using chopsticks! They must then carefully build their tower...without knocking it over. Scheduled to ship in May 2019.

ASM DC8451 \$39.99



BANDAI CO.



DRAGON BALL SUPER: SPECIAL ANNIVERSARY BOX DISPLAY (4)

1. Special Anniversary Set (35 new cards x 2 = 70 cards total included) 2. Special Anniversary Booster Pack x 2 (Includes 10 random new foil cards from 35 new cards + 1 new Leader = 36 types total to collect) 3. Vault Power Up Pack x 4 (16 alt-art reprints) 4. 1 pack of sleeves (60 pcs) (4 designs to collect) Scheduled to ship in June 2019.

BAN 2487026 PI

BLUE PANTHER



NINJA DICE TRAY

Featuring 6 unique illustrations from artist Chaz Kemp, the *Ninja Dice Tray* is the stealthy companion you need to roll your dice in style. Full color printing on all sides, as well as a clear top layer, will keep your dice tray looking sharp no matter how many dice are rolled. Scheduled to ship in May 2019.

BPN 2019 \$19.95

TITAN SERIES

Scheduled to ship in April 2019.



EVERYONE LOVES A PARADE

Everyone loves a parade! It's a beautiful day, and your hometown is excited to watch all the fun, pageantry, and spectacle of the event! But first, the floats that will thrill the crowd must be built... and the one who crafts the most exciting floats will become the Grand Marshall!

CLP 138 PI



SHIPSHAPE

Ahoy, captain set sail for fun, adventure, and riches! Your savvy crew does your bidding, stacking your hold with the most profitable crates. Will you choose glittering treasure, colossal cannons, or perhaps some risky but lucrative contraband? Outwit and outbid all others to earn the biggest bounty... but above all, keep everything *ShipShape*!

CLP 136 PI



SPYMASTER

Direct a vast network of spies all around the world! As the head of a clandestine spy agency, gather intelligence files that have been strategically divided, and use them to maneuver your agents across the globe and accomplish daring missions. Along the way, uncover secret directives and powerful spy gadgets to give your agency the advantage over your rivals. The mission awaits, *SpyMaster*!

CLP 137 PI

CEACO

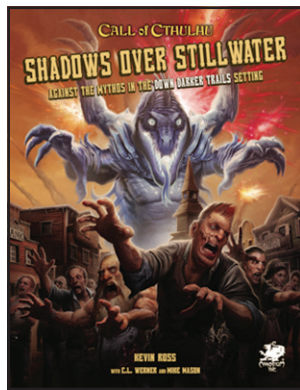


IN A PICKLE: PORT A PARTY EDITION

Can a giraffe fit in a phone booth? Does a sofa fit in a shopping cart? It all depends on how you size it up in this game of creative thinking and outrageous scenarios. Try to win a set of cards by fitting smaller things into bigger things. The more you play, the more you will see that there's more inside a word than you might expect! Scheduled to ship in January 2019.

GW1 1106D \$10.00

CHAOSIUM



SHADOWS OVER STILLWATER RPG: AGAINST THE MYTHOS IN THE DOWN DARKER TRAILS SETTING

A collection of scenarios and settings for Down Darker Trails the Wild West setting for Call of Cthulhu and Pulp Cthulhu. Contained within are further insights and challenges for those seeking bold adventure in the American Old West. This scenario can be played as part of the larger campaign or as a standalone adventure. Requires the Call of Cthulhu Keepers Rulebook (7th edition) to play, and is optionally usable with Pulp Cthulhu. A copy of Down Darker Trails core setting book is recommended. Scheduled to ship in June 2019.

CHA 23156-H \$34.99

**SMUGGLERS
THE REBELLION
NEEDS YOU**

**HELP THE
REBELLION
FREE YOUR
GALAXY**

STAR WARS™

OUTER RIM™

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CHRONICLE BOOKS



OH MY GOD, STACY!

Whats your damage?! Find your clique, grab your swag, and prepare for a night of high school drama to the max with this radical card game that has jocks, preppies, geeks, and punks square off in loving homage to high school movies from the 80s. A fun party game for 3 to 12 players, OMGS has players work with their clique to play cards throughout the school day attempting to prank their fellow classmates, collect and steal gear, forge alliances, and earn cool points. Scheduled to ship in July 2019.

CHR 1043\$19.95

CMON



POTION EXPLOSION: THE 6TH STUDENT

The *Potion Explosion: The 6th Student* expansion brings several new elements to your games of *Potion Explosion*. Starting out, there's a pre-assembled plastic dispenser for the Ingredient marbles which includes a storage tray for between games. There's also rules for having up to 6-player games, letting everyone in on the fun. Last, but certainly not least, there's a new Ingredient, the Mandragora, as well as new Potions to brew. This will be a school year like no other.

COL PTN003\$29.99

A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME



FREE FOLK CAVE DWELLER SAVAGES UNIT BOX

COL SIF408\$29.99



FREE FOLK FOLLOWERS OF BONE UNIT BOX

COL SIF407\$29.99



FREE FOLK HEROES BOX 1

COL SIF409\$29.99



FREE FOLK TRAPPERS UNIT BOX

COL SIF403\$29.99



LANNISTER HEROES BOX 2

COL SIF210\$29.99



LANNISTER POOR FELLOWS UNIT BOX

COL SIF208\$29.99



LANNISTER WARRIOR'S SONS UNIT BOX

COL SIF207\$29.99



NIGHT'S WATCH CONSCRIPTS UNIT BOX

COL SIF308\$29.99



NIGHT'S WATCH HEROES BOX 1

COL SIF309\$29.99



NIGHT'S WATCH RANGER TRACKERS UNIT BOX

COL SIF302\$29.99



NIGHT'S WATCH VETERANS OF THE WATCH UNIT BOX

COL SIF303\$29.99



STARK HEROES BOX 2

COL SIF110\$29.99



STARK TULLY CAVALIERS UNIT BOX

COL SIF108\$29.99

COMPASS GAMES



COLONIALISM

Colonialism is a game of 19th and early 20th century imperialism. Each of the 2 to 4 players assumes the role of a nondescript colonial power. Players will try to gain influence in the unindustrialized regions of the game board and to obtain as many resources as possible. Although the colonial powers are anonymous in the game, *Colonialism* aims to be a serious, though abstract, look at this dark chapter in recent world history. Scheduled to ship in February 2019.

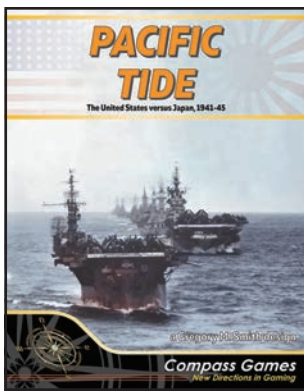
CPS 2001\$89.00

LATE UNPLEASANTNESS: TWO CAMPAIGNS TO TAKE RICHMOND

In the spring of 1861, Richmond, Virginia became the capital of the Confederacy. Being a manufacturing powerhouse only 120 miles from Washington DC and the Confederate capital, it became the focus of Union attention. The threat of capture by Federal forces was constant. The *Late Unpleasantness* covers the two major attempts to capture the Confederate Capital City. Scheduled to ship in February 2019.

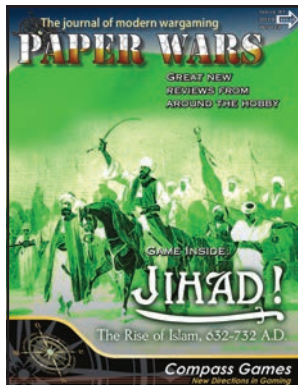
CPS 1083\$89.00





PACIFIC TIDE: THE UNITED STATES VERSUS JAPAN 1941-45

Pacific Tide: The United States versus Japan 1941-45 is a compact, strategic-level game covering the struggle between the United States (including some Commonwealth forces) and Japan in World War II by game designer, Gregory M. Smith. While extremely competitive as a two-player game, *Pacific Tide* can be enjoyed again and again in solitaire play format with its unique, personality driven bot system. Scheduled to ship in February 2019.
CPS 1077 \$59.00



PAPER WARS #91: JIHAD

Jihad! is a game type simulation of the first century of the Islamic expansion after the death of Mohammad, the Prophet and founder of the Islamic religion. During this period the holy war of conquest and religious conversion of non-Arab peoples were the mainsprings of Islam and the Arabs progressed from a religious force to a secular great power. Scheduled to ship in February 2019.
CPS 091 \$46.95



TINIAN: THE FORGOTTEN BATTLE

Most people have never heard of the Battle of Tinian. Overshadowed by the Battle of Saipan to the north and the Invasion of Guam to the south, Tinian seems like a small side show that had no real impact on the war. Some people may hear the name and remember that the B-29s, the ones that dropped the atomic bombs on Japan, flew from there but for the rest it has become a minor part of military history - a forgotten battle. Scheduled to ship in February 2019.
CPS 1074 \$99.00

CREATIVE GOODS COMPANIES

GALAXY SERIES PLAY MAT

Scheduled to ship in May 2019.



ORERON 14x24

CGC 31183 \$17.00



TITANIA 14x24

CGC 31193 \$17.00

DAN VERSEN GAMES

WARFIGHTER WORLD WAR II: PACIFIC CORE GAME

Warfighter WWII is a card game for 1 to 6 players. You play cooperatively with your friends against the system to complete WWII squad-level combat missions. At the start of each mission, you each select a soldier, equip him with skills, weapons, and combat gear within the mission's Resource limit. You then fight your way through hostile territory, engaging hostiles, as you attempt to reach and complete your mission objective. Every mission is a stand-alone game. You build your Soldiers, select your Gear, and then run your mission. *Warfighter* uses a new combat system that takes into account the fire mode you select for your weapon, range, running out of ammo, suppression, and cover - all in the same dice roll! This system creates an incredibly deep narrative with every attack. As you eliminate enemy soldiers, you gain experience to Uppgun your Action cards and activate Support cards! Scheduled to ship in March 2019.
DV1 036T \$59.99



WARFIGHTER WORLD WAR II EXPANSIONS

Scheduled to ship in March 2019.

AUSTRALIA #1		NORTH KOREA #1	
DV1 036Y	\$19.99	DV1 036AG	\$19.99
AUSTRALIA #2		NORTH KOREA #2	
DV1 036Z	\$19.99	DV1 036AH	\$19.99
CANADA #1		SHORE ASSAULTS	
DV1 036AO	\$19.99	DV1 036AZ	\$39.99
CANADA #2		SOUTH KOREA #1	
DV1 036AP	\$19.99	DV1 036AJ	\$19.99
CHINA #1		SOUTH KOREA #2	
DV1 036AC	\$19.99	DV1 036AK	\$19.99
CHINA #2		UK AIRBORNE	
DV1 036AD	\$19.99	DV1 036AU	\$39.99
CHINA (KOREAN WAR)		UNITED NATIONS	
DV1 036AI	\$19.99	DV1 036AL	\$19.99
FINNISH #1		US AIRBORNE	
DV1 036AM	\$19.99	DV1 036AE	\$19.99
FINNISH #2		US MARINE #1	
DV1 036AN	\$19.99	DV1 036W	\$19.99
FORTIFICATIONS		US MARINE #2	
DV1 036BB	\$39.99	DV1 036X	\$19.99
FRENCH #1		VEHICLE #1	
DV1 036AA	\$19.99	DV1 036AQ	\$39.99
FRENCH #2		VEHICLE #2	
DV1 036AB	\$19.99	DV1 036AR	\$39.99
GERMAN AIRBORNE		VEHICLE #3	
DV1 036AF	\$19.99	DV1 036AS	\$39.99
JAPAN #1		VEHICLE #4	
DV1 036U	\$19.99	DV1 036AT	\$39.99
JAPAN #2		WARFIGHTER Z	
DV1 036V	\$19.99	DV1 036AY	\$39.99
MEDALS		WAVE 1 SKILLS	
DV1 036BA	\$39.99	DV1 036AV	\$39.99



WARFIGHTER WORLD WAR II: NEOPRENE MATS

Scheduled to ship in March 2019.

KOREAN WAR DV1 036AX	\$29.99
PACIFIC ROLL UP DV1 036AW	\$29.99

DAYS OF WONDER



FEATURED ITEM



CORINTH

Under a blazing sun in 4th Century BC Corinth, traders come from all corners of the Mediterranean Sea to sell their goods; Persian carpets, Cretan olive oil, Roman grapes, and Egyptian spices are highly prized by traders. Players have a few weeks to secure their place in Corinthian lore as its most savvy trader! Scheduled to ship in May 2019.

DOW DO8801 \$24.99



DECISION GAMES

**MODERN WAR #42: THE DRAGON THAT ENGULFED THE SUN**

The Dragon that Engulfed the Sun is a two-player operational-strategic-level wargame simulating a hypothetical Chinese invasion of Japan. The premise of this game is a sudden war has erupted on the Korean peninsula, compelling China to intervene in the conflict this time well before the United States could reinforce South Korea sufficiently to prevent it from being overrun. The map covers the militarily significant terrain of Japan and surrounding areas. Scheduled to ship in June 2019.

DCG MW42.....\$39.99

**WORLD AT WAR #66: CRUISE OF THE GRAF SPEE**

Cruise of the Graf Spee is an operational-tactical solitaire game that puts you in command of the KMS Graf Spee, the German battlecruiser that made a historic epic voyage through the South Atlantic during the opening days of World War II. The player must accomplish a specific objective to win the game that will be generated at random at the start of each scenario or the campaign game. Scheduled to ship in June 2019.

DCG WAW-66.....\$39.99

DR. FINN'S GAMES

**WATERS OF NEREUS**

Explore the *Waters of Nereus*, a fabulous world with wonderful treasures in its vast seas. You lead a capable and talented crew on your exploration. The captain determines the best direction to sail, the pilot and first mate maneuver the ship through the ocean, the purser controls your funds, the scientist performs important research, the merchant buys your treasures and the boatswain controls the equipment. The player who can best manage their crew and keep them happy with found treasures will be victorious. Scheduled to ship in May 2019.

DGF 001.....\$40.00

EVIL BEAGLE GAMES

**SAVAGE WORLDS RPG: FREEDOM SQUADRON - COMMANDO'S MANUAL**

It's the year 2051, and World War III only ended two years ago. Even as the world began to rebuild from the conflagration, humanity was rocked by the revelation that a massive organization engaged in a terrible conspiracy to bring Earth to its knees and under their control. VENOM became the enemy of all freedom-loving people, using military might to attack humanity and install their mighty leader, VENOM Commander, firmly in control of the world. But Freedom Squadron has something to say about that! Grab this manual and get started on earning your Code Name, Recruit! Welcome to Freedom Squadron! Scheduled to ship in May 2019.

EBG 01000.....\$24.95

**SAVAGE WORLDS RPG: FREEDOM SQUADRON - PLANS & OPERATIONS MANUAL**

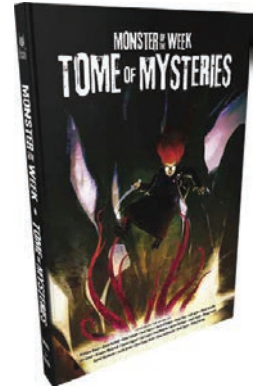
General Steel issued the mandate stop VENOM's latest scheme at all costs! Mirage gathered the initial intel, Top Boss crunched the numbers, and Uplink sent out the call. Now Sundown is calling you onto the Hornet so he can get you to the rendezvous with the rest of your mission team. Now it's up to you and your fellow Commandos to work up the plan, insert into the op-zone, bypass security, talk your way past the front office people, hack the systems, and take out the Pythons you find guarding that last vault. Scheduled to ship in May 2019.

EBG 01001.....\$24.95

EVIL HAT PRODUCTIONS

**CHANNEL A:****ALPHA GENESIS EDITION**

Channel A: Alpha Genesis Edition is a party game about coming up with wild and wacky ideas for anime shows and movies. EHP 0043.....\$29.99

**MONSTER OF THE WEEK RPG: TOME OF MYSTERIES**

Tome of Mysteries is a supplement for *Monster of the Week* featuring new rules and ready-to-play mysteries. EHP 0046.....\$25.00

FANTASY FLIGHT GAMES



FEATURED ITEM

**ARKHAM HORROR LCG: UNION AND DISILLUSION MYTHOS PACK**

Discover the fate of the missing in Union and Disillusion, the fourth Mythos Pack in *The Circle Undone* cycle for *Arkham Horror: The Card Game*. Scheduled to ship in May 2019.

FFG AHC33.....\$14.95



FEATURED ITEM

DESCENT JOURNEYS IN THE DARK 2ND EDITION: LOST LEGENDS EXPANSION PACK

Discover ancient knowledge lost for centuries with the *Lost Legends* expansion for *Descent: Journeys in the Dark*. Scheduled to ship in May 2019.

FFG UDJ45.....PI





FEATURED ITEM



A GAME OF THRONES LCG: 2ND EDITION - 2018 WORLD CHAMPIONSHIP DECK

Take your revenge with the 2018 World Championship Deck for A Game of Thrones: The Card Game! Scheduled to ship in May 2019.

FFG UCHP10PI



FEATURED ITEM

A GAME OF THRONES LCG: 2ND EDITION - FURY OF THE STORM EXPANSION

Fury of the Storm is a deluxe expansion for A Game of Thrones: The Card Game that shines the spotlight on House Baratheon. This expansion provides 156 new cards, including new versions of powerful characters like Robert, Stannis, and Renly Baratheon, and cards that explore the King and R'hllor traits. Scheduled to ship in May 2019.

FFG GT52 \$29.95



FEATURED ITEM



KEYFORGE: AGE OF ASCENSION DECK DISPLAY (12)

A Journey deeper into the world of the Crucible in Age of Ascension, the second age of KeyForge! In this continuation of the world's first Unique Deck Game, you will find 204 new cards seamlessly integrated into the card pool, creating an entirely new collection of archon decks for you to discover, explore, and master! Scheduled to ship in May 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG KF03-D \$119.40



ARBORETUM

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APR
2019

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FEATURED ITEM

**KEYFORGE: AGE OF ASCENSION TWO-PLAYER STARTER**

The *KeyForge: Age of Ascension Two-Player Starter* provides you with all the tools you need to either begin or expand your adventures on the Crucible, featuring two unique Age of Ascension Archon Decks, a Quickstart Rulebook, two Poster Playmats, and all the keys, tokens, and chain trackers you and your chosen opponent need to start playing! Scheduled to ship in May 2019.

FFG KF04 \$24.95



FEATURED ITEM

**LEGEND OF THE FIVE RINGS LCG: FOR THE EMPIRE DYNASTY PACK**

Take to the battlefield with *For the Empire*, the first Dynasty Pack in the Inheritance cycle for *Legend of the Five Rings: The Card Game*!

FFG L5C19 \$14.95



FEATURED ITEM

LEGEND OF THE FIVE RINGS RPG: ROLEPLAYING GAMEMAT

This 26" x 26" rubber gamemat keeps your role-playing sessions organized while immersing your group in the world of Rokugan, featuring helpful information for the Game Master and players alike. Scheduled to ship in May 2019.

FFG L5S18 PI



FEATURED ITEM

**THE LORD OF THE RINGS LCG: THE FATE OF THE WILDERLAND ADVENTURE PACK**

The *Fate of Wilderland* is the sixth and final Adventure Pack in the Ered Mithrin cycle for *The Lord of the Rings: The Card Game*. Scheduled to ship in May 2019.

FFG MEC71 \$14.95



FEATURED ITEM

STAR WARS: LEGION - BOSSK OPERATIVE EXPANSION

Skillfully tracking his prey across the galaxy using his natural Trandoshan hunting instincts, Bossk has earned his reputation as one of the most feared bounty hunters in the galaxy. In the employ of the Empire, he'll go to any lengths to bring down his targets on the battlefields of *Star Wars: Legion*. Scheduled to ship in May 2019.

FFG SWL38 \$12.95



FEATURED ITEM

**STAR WARS: LEGION - DOWNED AT-ST BATTLEFIELD EXPANSION**

Make a crashed AT-ST part of your *Star Wars: Legion* battlefields with the beautifully detailed miniature introduced in the *Downed AT-ST Battlefield Expansion*! Scheduled to ship in May 2019.

FFG SWL30 \$49.95



FEATURED ITEM



STAR WARS: LEGION - SABINE WREN OPERATIVE EXPANSION

Born into the proud warrior culture of Mandalore, Sabine Wren carries the history of her people within the very armor she wears into battle. Fueled by this history, she now lends her skills as both a warrior and an artist to the cause of the Rebellion on the battlefields of *Star Wars: Legion*. Scheduled to ship in May 2019.

FFG SWL37..... \$12.95



FEATURED ITEM



© & ™ Lucasfilm Ltd

STAR WARS: OUTER RIM

Take to the stars and become a living legend in *Star Wars: Outer Rim*, a game of bounty hunters, mercenaries, and smugglers for one to four players! Scheduled to ship in May 2019.

FFG SW06.....PI



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - A/SF-01 B-WING EXPANSION PACK

Incorporating a revolutionary gyrostabilization system, the A/SF-01 B-wing is dangerous to fly and difficult to master. Scheduled to ship in May 2019.

FFG SWZ42..... \$19.95

UPGRADE YOUR SHIP

HWK-290 FREIGHTER

5,000

LANCER-CLASS PURSUIT CRAFT

10,000

MODIFIED YT-1300 LIGHT FREIGHTER

20,000

STAR WARS™ OUTER RIM™

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GAMES

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GM

APR 2019

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FEATURED ITEM

**STAR WARS X-WING:
2ND EDITION - DELUXE MOVEMENT
TOOLS AND RANGE RULER**

This pack contains premium plastic maneuver templates and a range ruler to upgrade the corresponding components from your *X-Wing* Core Set. In addition to the eleven movement templates, you'll also find a range ruler base and four range ruler segments that can be used individually or combined to make your measurements quick and precise. Scheduled to ship in May 2019.

FFG SWZ46..... \$19.95



FEATURED ITEM

**STAR WARS X-WING:
2ND EDITION - HYENA-CLASS
DROID BOMBER EXPANSION PACK**

Baktoid Armor Workshops Hyena-class droid bomber is a wartime evolution of the Trade Federation's Vulture-class droid fighter. Scheduled to ship in May 2019.

FFG SWZ41..... \$19.95



FEATURED ITEM

**STAR WARS X-WING: 2ND EDITION -
MILLENNIUM FALCON EXPANSION PACK**

One of the most iconic ships in the Star Wars galaxy, the Millennium Falcon, is making its triumphant return to the intense space battles of *X-Wing*! Scheduled to ship in May 2019.

FFG SWZ39..... \$39.95



FEATURED ITEM

**STAR WARS X-WING: 2ND EDITION - NABOO ROYAL N-1
STARFIGHTER EXPANSION PACK**

Sleek and agile, the Naboo Royal N-1 is well-suited to its role as a diplomatic escort for that planet's ambassadors. Scheduled to ship in May 2019.

FFG SWZ40..... \$19.95



FEATURED ITEM

**STAR WARS X-WING:
2ND EDITION - RESISTANCE
TRANSPORT EXPANSION PACK**

A custom-built shuttle used by the Resistance as a troop carrier and gunship, the transport's modular design means the vessel's cockpit pod can be flown independently on missions that don't require heavy weaponry or transport capability. Scheduled to ship in May 2019.

FFG SWZ45..... \$29.95



FEATURED ITEM

**STAR WARS X-WING: 2ND EDITION
- TIE/SF FIGHTER EXPANSION PACK**

Development of the TIE/sf fighter required Sienar-Jaemus Fleet Systems to pioneer new energy-cell technology to power the advanced systems demanded by the First Order Special Forces. Scheduled to ship in May 2019.

FFG SWZ44..... \$19.95



FEATURED ITEM

**STAR WARS X-WING:
2ND EDITION - TIE/VN
SILENCER EXPANSION PACK**

The TIE/vn silencer is the most elite starfighter developed for the First Order by Sienar-Jaemus Fleet Systems. Scheduled to ship in May 2019.
FFG SWZ27\$19.95

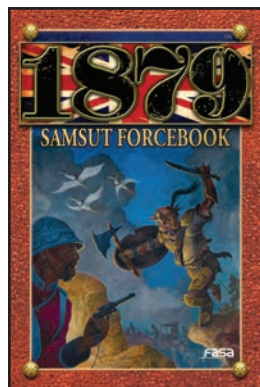


FEATURED ITEM

**STAR WARS
X-WING: 2ND EDITION
- VT-49 DECIMATOR
EXPANSION PACK**

A durable vessel capable of independent patrols, the VT-49 Decimators size and power blurred the line between shuttle and corvette but the same qualities that endeared it to up-and-coming Imperial officers also made it useful to agents of the Emperor, under whom failure was not an option. Scheduled to ship in May 2019.
FFG SWZ43\$39.95

FASA GAMES

**1879 MINIATURES WARGAME:
SAMSUT FORCEBOOK**

Welcome to 1879! Descendents of the ancient Babylonians, the Samsut came to the Gruv thousands of years ago through an interdimensional portal from our world, long since closed. In their new home, they found the remains of another civilization, which gave them weird science technology ranging from rail guns to contra-gravity to the use of life itself as an energy source. The Children of Samsuditana shall not relinquish their home to the British invaders without a fight!
FAS 51202\$23.99

**EARTHDOWN: ELVEN NATIONS**

The Elven Court has long stood as the seat and heart of elven culture. But there are nations of elves in distant lands, and their relationship with the Court shaped the past of Barsaive and led to the rise of the Theran Empire. In the wake of the Scourge, the Court is corrupted and insular. How will the lands of Shosara and Sereatha face the future? Will they help redeem Blood Wood, or raise their own light to guide the destiny of the elven people?
FAS 14202\$34.95

ARTWORK NOT FINAL

FAT GOBLIN GAMES

**DUNGEONS & DRAGONS RPG:
SIMPLE SETTINGS - SAVAGE LANDS**

Savage Lands is a guide to 5th edition pre-historic role playing! Play in a world before time, where you can fight and tame ancient creatures, traverse a primordial landscape, and fight for survival against the dangers and depredations of early civilization. The *Simple Setting* line will provide you with intuitive set of rules that append the rules for 5th edition to make it fun and easy to imagine and explore an entire setting with minimal complexity and few changes. Scheduled to ship in January 2029
FGG 7000.....\$19.95

FIRELOCK GAMES

BLOOD & PLUNDER

Scheduled to ship in April 2019.



**NATIVE AMERICAN
NATIVE WARRIORS UNIT**
FGD 0098.....PI

WEAPONS SPRUE
FGD 0097.....PI

FREE LEAGUE PUBLISHING

**MUTANT YEAR ZERO: DICE SET - NEW DESIGN**

Scheduled to ship in June 2019.
FLF MUH051010\$21.99

**TALES FROM THE LOOP
DICE SET - NEW DESIGN**

Scheduled to ship in May 2019.
FLF TAL001\$19.99

**THINGS FROM THE
FLOOD DICE SET**

Scheduled to ship in May 2019.
FLF TAL002.....\$19.99

THINGS FROM THE FLOOD RPG

Welcome back to the world of the Loop things are different now. Simon Stenhags paintings of Swedish retro futuristic suburbia, populated by fantastic machines and strange creatures, have won global acclaim. The award-winning *Tales from the Loop* tabletop roleplaying game was released in 2017 and let you experience this amazing world first hand. Now you can return to the Loop in this stand-alone sequel game that continues the story into the 1990s. But remember this time you can die. Scheduled to ship in May 2019.
FLF TAL003\$45.99





THINGS FROM THE FLOOD GM SCREEN

A top quality, deluxe GM Screen for the *Things from the Flood* roleplaying game. The screen is in landscape format, with Simon Stlenhags awesome art on the outside and useful tables on the inside. Scheduled to ship in May 2019.

FLF TAL005.....\$26.99

FUNKO

POP! WARHAMMER 40K VINYL FIGURES

Scheduled to ship in May 2019.



BLOOD ANGEL

DIA STL116756.....PI



BLOOD CLAW PACK LEADER

DIA STL116761.....PI



DARK ANGEL VETERAN

DIA STL116758.....PI



SPACE MARINE

DIA STL116754.....PI

GALE FORCE NINE

GALACTIC WARZONES

Scheduled to ship in March 2019.



BUNKER

GF9 BB585.....\$35.00



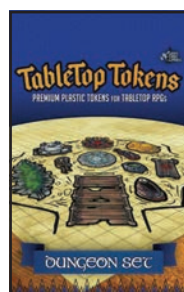
STORAGE CRATES

GF9 BB586.....\$25.00

GEEK TANK GAMES

TABLETOP TOKENS

Scheduled to ship in April 2019.



DUNGEON SET

GTK 1004.....\$15.99



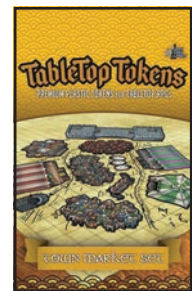
GRAVEYARD SET

GTK 1005.....\$15.99



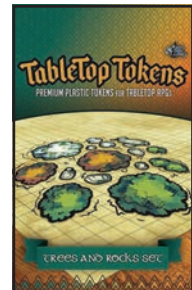
ROOFTOPS SET

GTK 1006.....\$15.99



TOWN MARKET SET

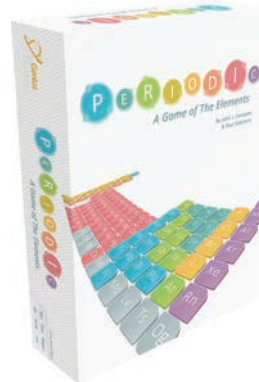
GTK 1007.....\$15.99



TREES & ROCKS SET

GTK 1008.....\$15.99

GENIUS GAMES

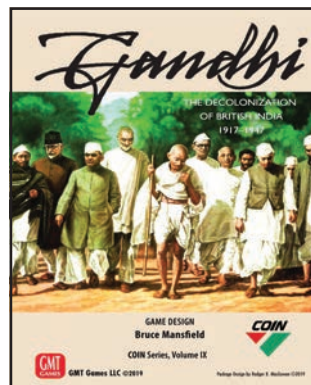


PERIODIC: A GAME OF THE ELEMENTS

Periodic: A Game of the Elements is a strategy board game designed around the structure and function of the periodic table of elements, as well as some of the most fundamental principles in chemistry! In *Periodic*, you activate periodic trends to strategically maneuver across the periodic table, discovering elements in order to score points gain Awards. You must also couple discovering elements with ending your turns in specific families of elements. This allows you to move up the Academic Achievement Track in a race against other players for the limited spots, and additional points, at the end of the track. Scheduled to ship in June 2019.

GEN 1008.....\$39.99

GMT GAMES

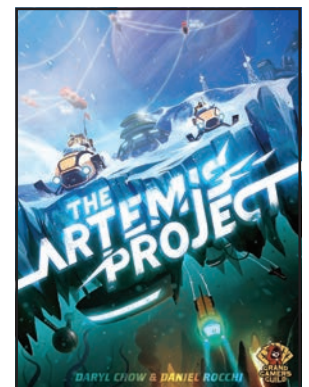


COUNTER INSURGENCIES: GANDHI - THE DECOLONIZATION OF BRITISH INDIA 1917-1947

The COIN series is one of GMT's newest and most successful series and has a reputation for modeling asymmetrical warfare in a multitude of times and locations. Gandhi successfully introduces a non-violent faction into the equation. Scheduled to ship in May 2019.

GMT 1903.....\$81.00

GRAND GAMERS GUILD



THE ARTEMIS PROJECT

The Alien Frontiers killer! TAP is an interactive dice placement game where you fight the planet and other players to build the best colony on Europa. Every die is valuable, as high dice will get lots of resources, but lower dice push them out of the way and risk 'Exposure', getting nothing. Scheduled to ship in June 2019.

GGL AR03.....\$60.00

**SHIKOKU**

Think *Tokaido* meets *Flamme Rouge*. *Shikoku* is a card-driven racing game to guide your pilgrim's delicate journey toward the temple. The players that are in second or second-to-last will be the winner(s) when someone reaches the top. Scheduled to ship in June 2019.

GGL SH01 \$25.00

**GREEN COUCH GAMES****FILLER**

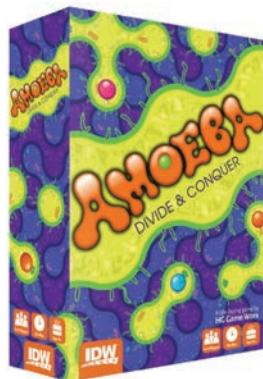
Filler combines many of the ingredients that have made Green Couch Games a treat to bring to the table. In the game, players will use multi-use cards and a blend of simultaneous action selection, time and resource management, set-collection, and hand-building to collect ingredients needed to fill tasty pastries on their way to becoming the Star Baker. Scheduled to ship in May 2019.

GCG 011 \$15.00

IDW GAMES**AMOEBIA**

You'll need to divide in order to conquer in *Amoeba*, the tile-laying game that requires you to think strategically and act microscopically. 2 to 4 players draw and place tiles in order to build the biggest amoebas. But be careful: your opponents can place tiles on top of your completed amoebas to split them up and hurt your score. After all tiles are played, the player with the biggest amoebas wins! 2 to 4 players, ages 8 and up. Game Time: 30 minutes.

IDW 01652 \$19.99

**BATMAN THE ANIMATED SERIES: ROGUES GALLERY**

Gotham City's coffers are ripe for the robbing, but one thing stands in the way of the city's supervillains, the reviled Batman. It's time someone finally took out that nuisance! Choose your favorite villain, then go on crime sprees, steal powerful upgrades, recruit nefarious accomplices, and race to complete your master plan and be the first to defeat the World's Greatest Detective! Each player takes on the role of a devious Gotham City villain, attempting to be the first to take down Batman, but beating him will require a sound strategy and a dash of good luck.

IDW 01658 \$34.99

**IELLO****BUNNY KINGDOM: IN THE SKY EXPANSION**

Ever since the mysterious Great Cloud was spotted above the New World, the Bunny Barons have been competing to claim floating territory and bring back Wondrous Resources for the Bunny King. Set up outposts on the bountiful Great Cloud, use Sky Towers and Rainbows to connect your floating Fiefs to your possessions on the ground, govern your Districts so that Trade can flourish, build Carrotadels throughout the kingdom the choice is yours. This expansion for *Bunny Kingdom* requires the base game to play. Scheduled to ship in April 2019.

IEL 51585 \$34.99

**HIGH RISK**

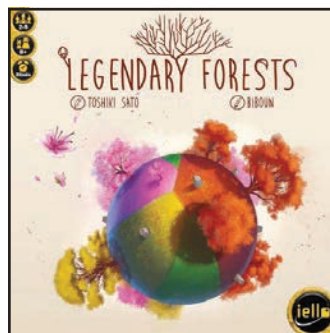
Reach new heights! Only the best can join the first expedition to climb the highest peak in the world, and your team; the only one to brave this mountain. At these inhospitable heights, even the most experienced climbers are going to need a little bit of luck. Do you have what it takes to be the first to reach the summit? *High Risk* is a push-your-luck game all about moving your climbers up the mountain at the right rhythm without getting greedy and risking a fall. Scheduled to ship in May 2019.

IEL 51511 \$14.99

**KANAGAWA: YOKAI EXPANSION**

The studio is haunted! With this expansion, bring more choices and tension to *Kanagawa*! On top of new families of elements to add to the original (kites, paper lanterns, and parasols), three mischievous yoka, Japanese demons, appear! They will be very tricky: there is a diploma earning you points if you are the first to get all three yoka... But then, pass them to other players in time to avoid negative points at the end of the game! This expansion for *Kanagawa* requires the base game to play. Scheduled to ship in April 2019.

IEL 51592 \$14.99

**LEGENDARY FORESTS**

In this poetic and quick game, relax and embellish your planet with beautiful trees and leaves! Each player has the same numbered World tiles (drawn randomly one by one), and play them at the same time on their individual planet to create color and Rune match-ups. Placing Tree tokens in your forests will increase their beauty and worth, and at the end of the game, the closed forests will reward you with even more points! But without knowing which numbers have been removed at the beginning of the game, will the odds pick the tiles that would be convenient for you? Only the last tile will tell you...

Scheduled to ship in May 2019.

IEL 51529 \$19.99

JON BRAZER ENTERPRISES**DEADLY DELVES: REIGN OF RUIN (A 7TH-8TH LEVEL 5E ADVENTURE)**

Reign of Ruin is the exciting new adventure module in Jon Brazer Enterprises *Deadly Delves* product line, and is designed for the Fifth Edition of the *World's Oldest Fantasy Roleplaying Game*. This adventure is designed to heartily challenge a party of 7th- or 8th-level PCs and leave them with a memorable heroic tale. Scheduled to ship in May 2019.

JBE 0409 \$14.95

KONAMI DIGITAL ENTERTAINMENT**YU-GI-OH! TCG: DARK NEOSTORM BOOSTER DISPLAY (24)**

Forget about April showers, the real storm is brewing May 3rd, the official release date of *Dark Neostorm*, the last 100-card booster set of the 2018-2019 Dueling season. Each of the core booster sets this past season highlighted one of the main Special Summoning mechanics from previous eras of the game, and in *Dark Neostorm* its XYZ Summonings turn to shine! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84310 \$95.76



YU-GI-OH! TCG: DARK NEOSTORM SPECIAL EDITION BOX DISPLAY (10)

Dark Neostorm gets a second wind with the *Dark Neostorm Special Edition*! Each box of *Dark Neostorm Special Edition* includes 3 booster packs of *Dark Neostorm*, along with 1 of 2 Super Rare variant cards as well as 1 of 2 Super Rare variant preview cards from the upcoming Summer 2019 booster set! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 84337 \$99.90



SPACE FORCE

Scheduled to ship in April 2019.

DECK BOX

LGN BOX095 PI

PLAY MAT

LGN PLM095 PI

SLEEVES (50)

LGN MAT095 PI

LION FORGE



ROLLED & TOLD MAGAZINE #7 (MARCH 2019)

Our heroes must raid a labyrinthine of a long dead wizard to help a temple of pacifist monks! We're solving puzzles aplenty in this issue of *Rolled & Told*! Try not to get befuddled by these mystifying modules before reading up on imaginative night time encounters, solo role playing, and much more! Scheduled to ship in March 2019.

DIA STL11436 PI



ROLLED & TOLD MAGAZINE #8 (APRIL 2019)

This month, be careful not to get caught in the weeds as our adventurers come to the aid of a woodcutter who's heard that an evil green wyrm is haunting his forest. Then try our fey realm site & setting, learn about homebrew gaming, reimagine classes, and more! Scheduled to ship in April 2019.

DIA STL114277 PI



ROLLED & TOLD MAGAZINE #9

In *A Tale of Two Gnomes*, venture into an inventor's burrow to save him from his rival and his unsettling and unethical constructs. And if you're looking for your a shorter and lower stakes adventure, your players can play matchmaker with a series of skill tests to help a Gnome Bachelor find love! This issue will also include a guide on physically crafting sets, items, and other materials to bring your campaign to life, a review of dwarven monster hunter Bartha Buart's newest book and more! Scheduled to ship in May 2019.

DIA STL116831 PI

MAX PROTECTION

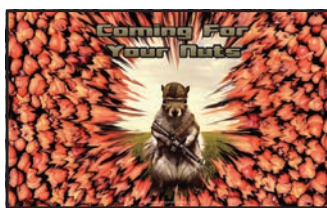
PLAY MATS

OFFERED AGAIN



O/A BRAINS! ZOMBIE UNCLE SAM

MAX 8010MBRA PI



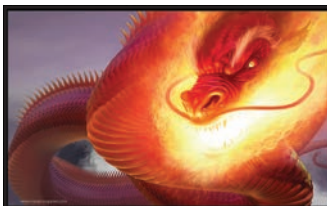
O/A COMING FOR YOUR NUTS

MAX 8010MASQ PI



O/A FIRE ANGEL

MAX 8010MAOR PI



O/A INFERNO - CHINESE DRAGON

MAX 8010MFIR PI



O/A PROTECTOR OF THE WUDANG - DRAGON

MAX 8010MYDD PI



O/A REAP IT - GRIM REAPER

MAX 8010MLOT PI



O/A RIDER - WRAITH ON HORSEBACK

MAX 8010MMMK PI



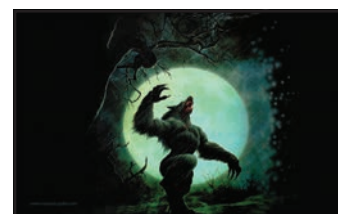
O/A THIRST - VAMPIRE

MAX 8010MVTH PI



O/A TOPLOAD TOPLOADER HOLDER - 24" X 14" (5)

MAX MX-TL-PLAYMAT PI



O/A WEREWOLF

MAX 8010MWVF PI

SPOTLIGHT ON



YU-GI-OH! TCG: ORDER OF THE SPELLCASTERS STRUCTURE DECK DISPLAY (8)

The magical masters of *Structure Deck: Order of the Spellcasters* have transcended the need for physical forms and gained the ability to become Spells themselves! As Pendulum Monsters, they can be played as either monsters or Spell Cards, and have different abilities depending on which you choose. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 84295 \$79.92

LEGION SUPPLIES



RAVEN 2019

Scheduled to ship in April 2019.

DECK BOX

LGN BOX094 PI

PLAY MAT

LGN PLM094 PI

SLEEVES (50)

LGN MAT094 PI



**O/A PERFECT FIT
INNER SLEEVES (100)**
SMALL MAX Z3020JPI
LARGE MAX Z3020MPI



**O/A TRADING CARD
DIVIDERS (10)**
MAX MX-TCDPI

MODIPHIUS



CONAN: ANCIENT RUINS & CURSED CITIES

The Hyborian world in the time of Conan teems with remote and forgotten places, brimming with danger and secrets. *Ancient Ruins & Cursed Cities* is the ultimate Gamemaster reference for bringing these crumbling ruins and remote locales to life. This book requires the Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* corebook to use. Scheduled to ship in April 2019.

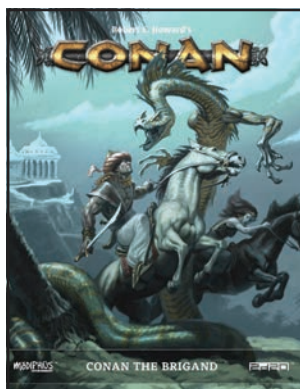
MUH 050396\$24.99



CONAN: HORRORS OF THE HYBORIAN AGE

Horrors of the Hyborian Age is the definitive guide to creatures inhabiting the dark tombs, ruined cities, forgotten grottos, dense jungles and sinister forests of Conans world. This collection of beasts, monsters, undead, weird races and mutants are ready to pit their savagery against the swords and bravery of the heroes of the Hyborean Age. This book requires the Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* corebook to use. Scheduled to ship in April 2019.

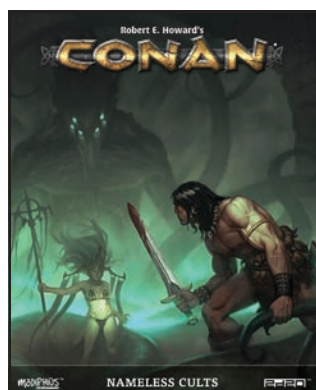
MUH 050388\$24.99



CONAN: CONAN THE BRIGAND

Conan the Brigand is the complete guide to the nomadic brigands of the Hyborian Age, providing the gamemaster and player characters with all the resources to run campaigns that embrace the path of the brigand, or are affected by it. Here within these pages are all the resources to bring to life this outlaw world! This book requires the Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* corebook to use. Scheduled to ship in April 2019.

MUH 050382\$24.99



CONAN: NAMELESS CULTS

This sourcebook describes the major deities of the Hyborian Age such as Crom, Bori, Mitra, the Serpent god Set and minor gods such as Asura, Derketa and Bel in detail, including their cults, churches, rituals and traditions, servants, high priests, sacred rites, holy places, divine magic, artifacts, relics such as the Bone Rattle of Jhebbal Sag. Requires the Robert E Howard's *Conan: Adventures in an Age Undreamed Of* corebook to use. Scheduled to ship in April 2019.

MUH 050390\$24.99

WANTED

DEAD OR ALIVE



SAW GERRERA



ELIMINATED

8,000

CAPTURED

17,000

Must deliver to Lothal.



STAR WARS™ OUTER RIM™

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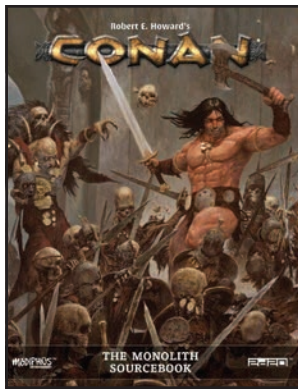
GAMES

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2019

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**CONAN: THE MONOLITH**

Here, for the first time ever, is the crossover between these two games: miniatures and roleplaying adventure meet in the Hyborian Age! Developed closely with Monolith Entertainment, *The Monolith Sourcebook* provides players and gamemasters with a host of exciting material: new campaigns for both games, standalone adventures, and advice for creating original boardgame adventures using the roleplaying resources. Scheduled to ship in June 2019.

MUH 050405 \$67.00

**KULT: ARCHETYPE BUNDLE**

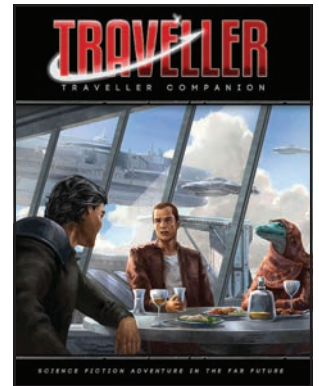
The *Archetype Bundle* for *KULT: Divinity Lost* contains reference sheets for the 25 Archetypes available in the *KULT: Divinity Lost Core Rules*, for easy access during character creation. In addition, the bundle includes 6 reference sheets detailing the basic Player Moves as well as 6 blank character sheets. In *KULT: DIVINITY LOST*, the world around us is a lie. Mankind is trapped in an Illusion. Scheduled to ship in May 2019.

MUH 051678 \$15.00

MONGOOSE PUBLISHING**TRAVELLER RPG: TRAVELLER COMPANION**

The *Traveller Companion* is a compilation of variant and alternate rules. Variant *Traveller* creation systems allow specific tailoring, whilst alternate combat rules introduce hit locations and wound severity. The *Traveller Companion* is a complete toolkit allowing referees to pick and choose enhancements to their own campaigns, giving greater depth and weight to their adventures. Scheduled to ship in May 2019.

MGP 40007 \$49.99

**MR. B GAMES****KAPOW**

In the two player game *KAPOW!* you and your adversary go head to head in a classic comic book-inspired clash of Good vs. Evil. *KAPOW!* uses buildable dice, allowing you to add / remove dice faces during the course of a battle. *KAPOW!* is simple to learn (roll and place), but has layers of strategy as you customize your dice pool and leverage the unique powers of the *KAPOW!* Scheduled to ship in February 2019.

MIB 1025 \$49.99

ONE SMALL STEP**FOLIO SERIES NO. 14 - ARC OF THE KAISER'S LAST RAIDER**

Arc of the Kaisers Last Raider puts you in the position of a writer of pulp fiction during the 1920s in which you are trying to complete an adventure fiction novel set some time during World War I on the high seas. You, the writer, are trying to construct a story arc in which the narrator of your novel, the commander of a German high seas raider in 1917, is trying to find a lost secret somewhere in the South Seas which, if he can return it to a port in Europe, will change the course of the World War raging in Europe. Can you complete your mission, finish on deadline, and still have any readers left? Play *Arc of the Kaiser's Last Raider* and find out! Scheduled to ship in May 2019.

OSS 1702 \$44.95

**INFINITY RPG: ARIADNA**

The first great expedition to the stars, Project: DAWN, began with enormous enthusiasm and unprecedented collaboration, but ended in tragedy and isolation. Details on all four Ariadnan cultures: Rodina, Merovingia, Caledonia, and USAriadna, and the state of their union. Expanded rules for undertaking trade and seeking profit amongst the Merovingian. Scheduled to ship in April 2019.

MUH 050223 \$20.00

**INFINITY RPG: GAMEMASTERS GUIDE**

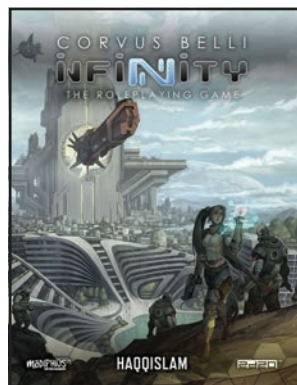
The *Infinity RPG Gamemaster's Guide* decodes the mysteries of the Gamemaster's role, offers insight and advice for organising groups, designing campaigns, and running games, and introduces optional rules designed to offer new layers of immersion in the quantronic age. Twelve comprehensive chapters designed to offer advice and tips to GM's both old and new, with topics ranging from establishing a group to warfare amongst the stars. Scheduled to ship in April 2019.

MUH 050210 \$26.00

**INFINITY RPG: GM SCREEN**

Safeguards such as the *Infinity the Roleplaying Game* GM Screen are available to shield your players from the worst secrets the Human Sphere has to offer. Contains: A sturdy four-panel screen that presents action-packed artwork to the players. Handy charts and tables on the interior designed to ensure games remain focused on the action. A 32-page booklet containing two unique adventures, both including new maps, Wilderness of Mirrors objectives, and unique villains. A treatise on Recreations, those ancient heroes reconstructed by ALEPH to once again offer their wisdom and glory to the Human Sphere. Scheduled to ship in April 2019.

MUH 050231 \$25.99

**INFINITY RPG: HAQQISLAM**

The Haqqislamite movement found traction in a world driven by political turmoil and economic crises. Its greatest messenger, Farhad Khadivar, advocated a new ideology that wove together the many complex threads of the old into a New Islam. This philosophical and theological revision of long-standing interpretations, which shed intolerance and oppressive dogma in favour of humanism and a concept known as the Search for Knowledge, laid the foundations for a golden age of reforms and advancements that propelled a nation across the stars. Scheduled to ship in April 2019.

MUH 050253 \$20.00

ONYX PATH PUBLISHING



CHANGELING: THE LOST SECOND EDITION

In *Changeling: The Lost Second Edition*, players take on the role of an ordinary person who has seen the extraordinary. Lured or abducted by the alien Gentry, they have passed the gates and Hedges between our world and the vast fantastic. It's not always an easy story, not always a happy story. But now it's their story. Scheduled to ship in May 2019.

ONX CTL001\$49.99



SCION RPG: ORIGIN

Scion is a contemporary game of modern myth and epic heroism. *Scion: Origin* is a new corebook that includes the Story path System rules which provide a foundation for running the game and playing any character mortal or god in the *Scion* World. The *Scion: Origin* core rulebook also includes a detailed setting exploring different relationships between the gods and humanity, fleshing out everything players and Story guides need to play *Scion*. Scheduled to ship in May 2019.

ONX SCIO01\$49.99



SCION RPG: HERO SECOND EDITION

Now begins the war against the Titans, elder beings who rage against the human world and its wayward gods. Commanding the push and pull of Fate, you will ride into battle and work wonders, the better to prove yourself worthy of legends. *Scion: Hero Second Edition* includes supernatural paths players can explore. Additionally, players and Story guides will explore the nature of Scions and their relationships, from their first godly Visitation to the titan spawn who curse their very existence. *Scion: Hero Second Edition* requires the *Scion: Origin* core rulebook to play and is not a standalone book. Scheduled to ship in May 2019.

ONX SCIO02\$54.95

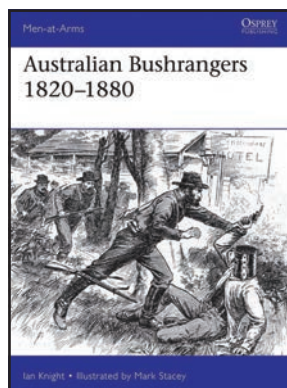
OSPREY PUBLISHING



ARMIES OF THE BALTIC INDEPENDENCE WARS 1918-20

This fascinating book concisely tells the story of the birth of Estonia, Latvia and Lithuania. Immediately following the end of World War I, amid the collapse of the German, Austro-Hungarian and Russian empires, bitter fighting broke out in the Baltic region as Poland, Finland, Estonia, Latvia, and Lithuania struggled for their independence, and Red and White Russian armies began their civil war.

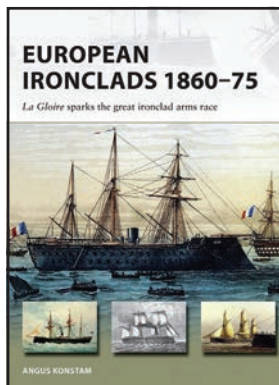
OSP EUJ227\$20.00



AUSTRALIAN BUSHRANGERS 1820-1880

Featuring rare period photos, this highly illustrated history tells the story of the frontier outlaws who defied the authorities on the wild Australian frontier in the Victorian era, and the Crown forces who eventually hunted them down. Fully illustrated with some rare period photographs, this is the fascinating story of Australia's most infamous outlaws and the men tasked with tracking them down.

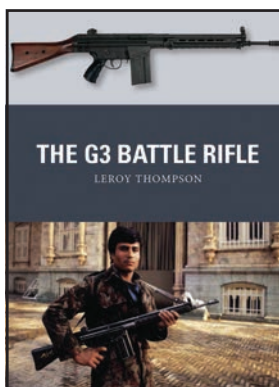
OSP MAA525\$19.00



EUROPEAN IRONCLADS 1860-75: LA GLOIRE SPARKS THE GREAT IRONCLAD ARMS RACE

From the launching of *La Gloire* to the emergence of modern turreted battleships in 1875, this book offers a fascinating insight into Continental Europe's innovative and powerful ironclads.

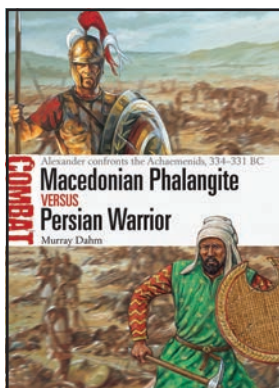
OSP NVG269\$19.00



G3 BATTLE RIFLE

Fully illustrated with specially commissioned artwork, this study examines one of the iconic weapons of the Cold War era.

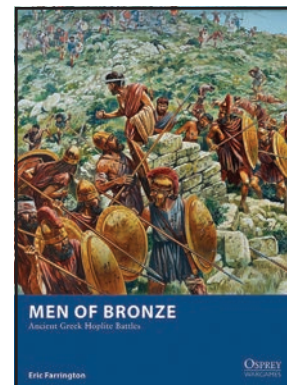
OSP WEAP068\$22.00



MACEDONIAN PHALANGITE VS PERSIAN WARRIOR: ALEXANDER CONFRONTS THE ACHAEMENIDS, 334-331 BC

Alexander's phalangites clash with Persian foot-soldiers in three key battles of the Ancient World. In this highly illustrated study, a noted authority assesses the origins, combat role and battlefield performance of Alexander's phalangites and their Persian opponents in three key battles of the era—the Granicus River, Issus and Gaugamela—at the dawn of a new way of waging war.

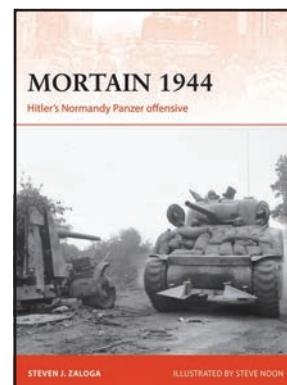
OSP CBT040\$22.00



MEN OF BRONZE: ANCIENT GREEK HOPLITE BATTLES

Men of Bronze is a wargame that allows you to play out Classical Greek hoplite battles on the tabletop. Players are Strategoi (generals) leading phalanxes of bronze-clad warriors in pursuit of fame, glory, and the honor of their city-states. To win such prizes, however, you must prove your mettle, display your valor, and bring the other Strategoi to their knees!

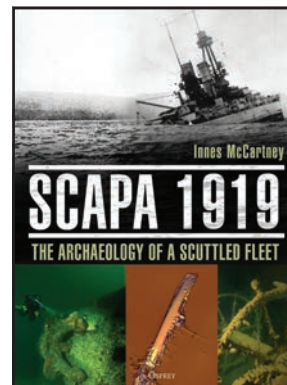
OSP OWG025\$20.00



MORTAIN 1944: HITLER'S NORMANDY PANZER OFFENSIVE

A highly illustrated study of Operation Lüttich, the German Panzer counter-offensive against the Normandy bridgehead in August 1944 that backfired, leading to a collapse of the German position in northern France. Following the successful landings in Normandy on D-Day and consolidation during Operation Cobra, the Wehrmacht was ordered to begin a counteroffensive named Operation Lüttich.

OSP CAM335\$24.00



SCAPA 1919: THE ARCHAEOLOGY OF A SCUTTLED FLEET

Marine archaeologist Dr Innes McCartney solves the mysterious fate of the lost ships of Jutland and reveals – for the first time – the location and state of the wrecks of all 25 warships sunk in the scuttling of the German fleet at Scapa Flow.

OSP GM379\$40.00

GAMES

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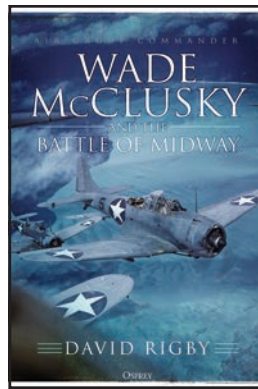
APR 2019

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**SPITFIRE VC VS A6M2 ZERO-SEN: DARWIN 1943**

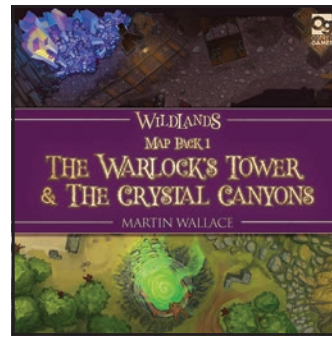
Fully illustrated with detailed full-color artwork, this is the gripping story of two iconic aircraft facing off against each other above Australia. Just weeks after Pearl Harbor, Darwin was mauled by a massive Japanese attack. Without a single fighter to defend Australian soil, the Australian government made a special appeal to Britain for Spitfires. A year later the Spitfire VC-equipped No 1 Fighter Wing, RAAF, faced the battle-hardened 202nd Kokutai of the IJNAF, equipped with A6M2 Zero-sens, over Darwin.

OSP DUE093\$22.00

**WADE McCLUSKY AND THE BATTLE OF MIDWAY**

The story of the man who won the battle of Midway and avenged Pearl Harbor for the United States. During the Battle of Midway in June 1942, US Navy dive bomber pilot Wade McClusky proved himself to be one of the greatest pilots and combat leaders in American history, but his story has never been told—until now. This book is the story of exactly the right man being in exactly the right place at exactly the right time. Wade McClusky was that man and this is his story.

OSP GM380\$35.00

**WILDLANDS: MAP PACK 1 - THE WARLOCK'S TOWER AND THE CRYSTAL CANYONS**

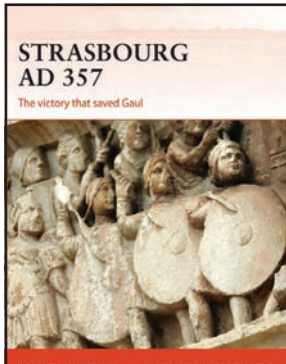
A new double-sided board for Martin Wallace's *Wildlands*, bringing two new environments for players to explore in the fantasy skirmish game. Travel into the further reaches of the *Wildlands*, with this new set of maps. This map expansion for *Wildlands* adds a new double-sided board to the game, featuring new opportunities and obstacles, and can be used in conjunction with the faction expansions. Note: This map pack requires a copy of *Wildlands* to play.

OSP WLD004\$20.00

**PATHFINDER RPG: FLIP-MAT CLASSICS - DRAGON'S LAIR**

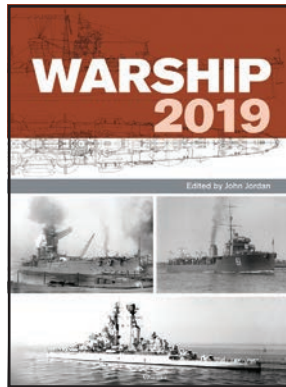
Dragons are among the most fearsome foes in fantasy gaming, and *GameMastery Flip-Map Classics: Dragon's Lair* depicts the perfect location for the legendary conflict between hero and wyrm! Scheduled to ship in June 2019.

PZO 31025\$13.99

**STRASBOURG AD 357: THE VICTORY THAT SAVED GAUL**

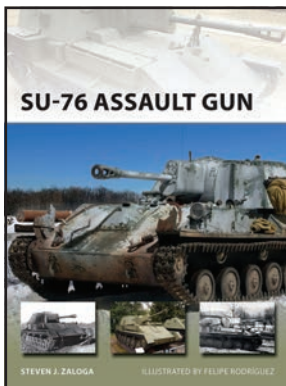
A highly illustrated account of the battle of Strasbourg in AD 357, a decisive victory for the Romans under their Caesar Julian against the Alemanni and their leader Chnodomar.

OSP CAM336\$24.00

**WARSHIP 2019**

Annual publication featuring the latest research on the history, development and service of the world's warships. *Warship 2019* is devoted to the design, development, and service history of the world's combat ships. Featuring a broad range of articles from a select panel of distinguished international contributors, this latest volume combines original research, new book reviews, warship notes, an image gallery, and much more to maintain the impressive standards of scholarship and research from the field of warship history.

OSP GM364\$60.00

**SU-76 ASSAULT GUN**

Featuring full color artwork and written by an expert on tank warfare during World War II, this fascinating study describes one of the Soviet Union's most important armored vehicles during its struggle with Nazi Germany.

OSP NVG270\$19.00

**PAIZO PUBLISHING****PATHFINDER RPG: ADVENTURE PATH - THE TYRANT'S GRASP PART 5 - BORNE BY THE SUN'S GRACE**

The heroes are whisked away moments before their destruction in a titanic battle to the distant continent of Arcadia. Scheduled to ship in June 2019.

PZO 90143\$24.99

**PATHFINDER RPG: CAMPAIGN SETTING - DRUMA: PROFIT AND PROPHECY**

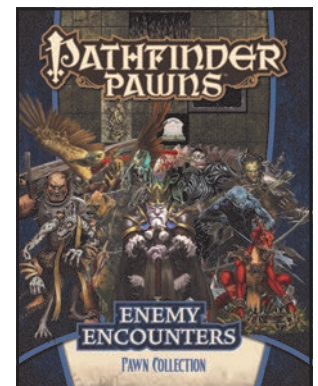
After millennia as a dwarven colony, Druma has emerged as one of the richest nations in the known world, where white-robed prophets known as Kalistocrats have built a religion out of wealth. Scheduled to ship in June 2019.

PZO 92116\$22.99

**PATHFINDER RPG: FLIP-TILES - FOREST HIGHLANDS EXPANSION**

With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can climb the highlands of the wilderness, scale cliffs with stunning waterfalls, find dangerous caves and craggy outcrops that'll serve as perfect ambush sites. Scheduled to ship in June 2019.

PZO 4080\$19.99

**PATHFINDER RPG: PAWNS - ENEMY ENCOUNTERS PAWN COLLECTION**

This collection of dozens of pawns features groups of common enemies to use with the *Pathfinder RPG* or any tabletop fantasy roleplaying game as well as a selection of useful terrain features to bring your encounters to life on the tabletop. Scheduled to ship in June 2019.

PZO 1034\$24.99



STARFINDER RPG: ADVENTURE PATH - DAWN OF FLAME 5 - SOLAR STRIKE

Defend the deep! A cry for help from the sun's interior leads the characters to dive in again. Scheduled to ship in June 2019.
PZO 7217\$22.99



STARFINDER RPG: RULES REFERENCE CARDS DECK

Whether you're a Game Master who needs a convenient reference for starship combat, a player who wants summaries of how to use your favorite skills, or a newcomer trying to learn the rules, this 110-card deck features concise guides to essential concepts from the *Starfinder Core Rulebook* on handy double-sided cards. Scheduled to ship in June 2019.
PZO 7411\$19.99

PENCIL FIRST GAMES



HEROES WELCOME: KICKBACKS EXPANSION

Looking for more ways to swindle heroes? The *Heroes Welcome: Kickbacks Expansion* expands on the Eager Customer marketplace with Kickback cards, adds new customers, and allows you to randomize the starting shops in *Heroes Welcome*. Requires *Heroes Welcome Base Game*. Scheduled to ship in May 2019.
PFX 901\$14.99



HEROES WELCOME: MERCHANTS OF DRAGON REACH

Heroes Welcome is a fantasy game of cunning commerce and devious double-dealing for 2-5 Goblins. Dragon Reach is the bustling new frontier settlement in the Realm of Smiteros. The zone portals have just opened, and as we speak the first heroes are braving the Dungeon in search of fame, glory, and level-ups. Besieged monsters lurk on the outskirts of town looking for opportunities to gear themselves up against their new foes. For you, this means only one thing: PROFIT! Scheduled to ship in May 2019.
PFX 900\$49.99

PHALANX

SPOTLIGHT ON



U-BOOT: THE BOARD GAME

U-BOOT The Board Game is a real-time tabletop game of WW2 submarine warfare. An underwater cooperative war thriller that allows 1 to 4 players to assume the roles of the Captain, the First Officer, the Navigator, and the Chief Engineer on board of a type VIIC U-boat. The game is enhanced by a companion app, allowing for an unprecedented level of realism, as well as a challenging enemy A.I. which will push your skills to the limit. Scheduled to ship in April 2019.
AGS PHGA033\$99.95

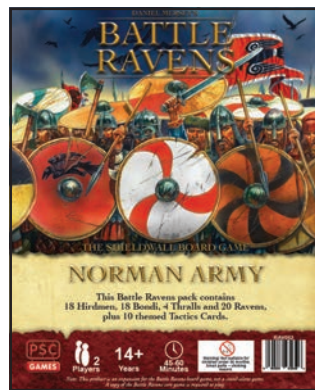
PLASTIC SOLDIER COMPANY



BATTLE RAVENS

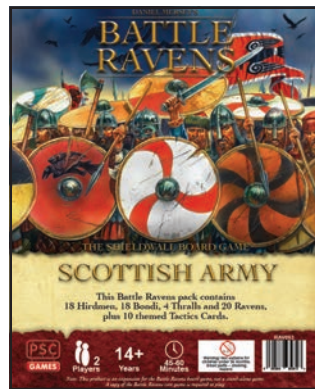
THE SHIELDWALL BOARDGAME

Battle Ravens is a game of Viking Age warfare: a brutal clash of strength, cunning and luck, where subtlety and nuance are neither welcome or commonplace. You need to out-think and out-fight your opponent to win the battle. You do so by choosing whether to command your battle line to attack, defend, or redeploy, through clever use of action points. Combat is resolved by the roll of dice, and armies consist of Hirdmen (armoured warriors), Bondi (unarmoured warriors), and Thralls (cowardly but useful skirmishers!). Scheduled to ship in April 2019.
PSC RAV001\$45.37



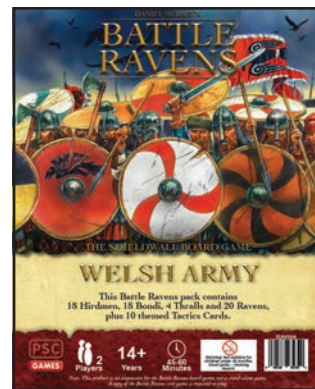
BATTLE RAVENS: NORMAN ARMY

These are extra armies, Norman, Welsh and Scottish, A4 bagged with header cards: 2 x army punchboards, 1 x information sheet; 10 x Tactics Cards. Scheduled to ship in April 2019.
PSC RAV002\$13.94



BATTLE RAVENS: SCOTTISH ARMY

These are extra armies, Norman, Welsh and Scottish, A4 bagged with header cards: 2 x army punchboards, 1 x information sheet; 10 x Tactics Cards. Scheduled to ship in April 2019.
PSC RAV003\$13.94



BATTLE RAVENS: WELSH ARMY

These are extra armies, Norman, Welsh and Scottish, A4 bagged with header cards: 2 x army punchboards, 1 x information sheet; 10 x Tactics Cards. Scheduled to ship in April 2019.
PSC RAV004\$13.94

PLAYFUSION

SPOTLIGHT ON



WARHAMMER: AGE OF SIGMAR CHAMPIONS TCG SAVAGERY BOOSTER DISPLAY (24)

The Realm of Ghur is a land built upon untamed savagery. Now darkness blankets the Realm as the calamitous Bad Moon passes overhead, sowing the seeds of madness wherever it is seen. Even the bravest of Champions will find their sanity waning in its ominous presence. Without warning Skragrott the Looking and his murderous Gloomspite Gitz erupt from the labyrinth-like tunnels that lurk just below the earth, determined to cast this Realm into eternal darkness. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
PFI W82551\$96.00



WARHAMMER: AGE OF SIGMAR CHAMPIONS TCG WARBAND PACK

As the Shyish Necroquake tore through the mortal realms, an unseen evil clawed its way into existence. Fearing what terrors this new enemy may unleash upon The Realms, the God-King Sigmar threw open the gates to The Sacrosanct Chamber and called forth those most attuned to the magic of the Realms. Now Averon Stormsire and his fearless Cursebreakers hunt the Legions of Nagash, casting any that they find into oblivion.
PFI W82552\$19.99



POKÉMON USA

POKÉMON

TRADING CARD GAME

POKÉMON TCG: ALOLAN MAROWAK-GX BOX

As a friend of ghosts and master of fire, Alolan Marowak is ready to take on the opposition! This powerful Pokémon brandishes a fiery bone club with all the strength of a Pokémon-GX. You get two versions of this Pokémon-GX, one for your deck and one for display, plus 4 Pokémon TCG booster packs to expand your collection. Start a ghostly fire with the Alolan Marowak-GX Box today! The Pokémon TCG: Alolan Marowak-GX Box includes: 1 never-before-seen foil promo card featuring Alolan Marowak-GX, 1 foil oversized card featuring Alolan Marowak-GX, 4 Pokémon TCG booster packs.

PI 80623.....PI



POKÉMON TCG: DETECTIVE CHARIZARD-GX SPECIAL CASE FILE

Add the super-hot Charizard-GX promo card to your collection, and celebrate the Pokémon Detective Pikachu movie with a real metal coin and Charizard-GX at giant size. This Special Case File includes a treasure trove of Pokémon TCG cards as well! Tear into five special Pokémon TCG: Detective Pikachu booster packs, plus two more Pokémon TCG boosters to expand your collection!

PI 80633.....PI



POKÉMON TCG: DETECTIVE GREINJA-GX SPECIAL CASE FILE

Celebrate the Pokémon Detective Pikachu movie with a foil promo card and an oversized card featuring Greinja-GX - both of them prized elements of any Pokémon TCG collection. You also get a cool Greinja pin, and you can tear into 5 special Pokémon TCG: Detective Pikachu booster packs, plus 2 additional Pokémon TCG booster packs to expand your collection - and to uncover a few more Pokémon that might have been lurking in the shadows!

PI 80387.....PI

SPOTLIGHT ON



POKÉMON

DETECTIVE PIKACHU

POKÉMON TCG: DETECTIVE PIKACHU CASE FILE DISPLAY (12)

Celebrate the Pokémon Detective Pikachu movie with a promo card and coin featuring Detective Pikachu. Tear into two special Pokémon TCG: Detective Pikachu booster packs and another Pokémon TCG booster to expand your collection and celebrate the art of sleuthing in Ryme City and beyond! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PI 80384-D.....PI

POKÉMON TCG: DETECTIVE PIKACHU CHARACTER GX BOX

Celebrate the Pokémon Detective Pikachu movie with a high-powered Pokémon-GX foil promo card and an oversized Pokémon-GX card both of them clear highlights of any Pokémon TCG collection. Tear into 4 special Pokémon TCG: Detective Pikachu booster packs, plus 2 more Pokémon TCG booster packs to expand your collection and to uncover a few more Pokémon from Ryme City and beyond!

PI 80617.....PI



POKÉMON TCG: DETECTIVE PIKACHU COLLECTOR CHEST

This sturdy metal case contains clues, cards, and Pokémon keepsakes, including some not found anywhere else: 7 Pokémon TCG: Detective Pikachu booster packs, 2 additional Pokémon TCG booster packs, A cool collectors pin inspired by Detective Pikachu, A Pokémon notepad and sticker sheet!

PI 80538.....PI



POKÉMON TCG: DETECTIVE PIKACHU SPECIAL CASE FILE

Celebrate the Pokémon Detective Pikachu movie with a promo card and coin featuring Detective Pikachu. Tear into two special Pokémon TCG: Detective Pikachu booster packs and another Pokémon TCG booster to expand your collection and keep your new cards in an official Detective Pikachu 4-pocket binder!

PI 80627.....PI

SPOTLIGHT ON



SUN & MOON

UNBROKEN BONDS

POKÉMON TCG: SUN & MOON UNBROKEN BONDS BOOSTER DISPLAY (36)

When you have a partner you can count on, nothing can stop you! The TAG TEAM Pokémon-GX in the Pokémon TCG: Sun & Moon Unbroken Bonds expansion show the colossal power of teamwork, including Reshiram & Charizard-GX, the Ultra Beasts Pheromosa & Buzzwole-GX, and Gardevoir & Sylveon-GXplus, Lucario teams up with the newly discovered Melmetal! With trust and practice, these Pokémon can tackle just about anything, so checkout the amazing Pokémon pairings in the Sun & Moon Unbroken Bonds expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PI 80547-D.....PI

POKÉMON TCG: SUN & MOON UNBROKEN BONDS THEME DECK DISPLAY (8)

When you have a partner you can count on, nothing can stop you! The TAG TEAM Pokémon-GX in the Pokémon TCG: Sun & Moon Unbroken Bonds expansion show the colossal power of teamwork, including Reshiram & Charizard-GX, the Ultra Beasts Pheromosa & Buzzwole-GX, and Gardevoir & Sylveon-GXplus, Lucario teams up with the newly discovered Melmetal! With trust and practice, these Pokémon can tackle just about anything, so checkout the amazing Pokémon pairings in the Sun & Moon Unbroken Bonds expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PI 80554-D.....PI

POKÉMON TCG: SUN & MOON UNBROKEN BONDS ELITE TRAINER BOX

The TAG TEAM Pokémon-GX in the Pokémon TCG: Sun & Moon Unbroken Bonds expansion show the colossal power of teamwork, including Reshiram & Charizard-GX, the Ultra Beasts Pheromosa & Buzzwole-GX, and Gardevoir & Sylveon-GXplus, Lucario teams up with the newly discovered Melmetal!

PI 80563.....PI

POKÉMON TCG: SUN & MOON UNBROKEN BONDS MINI PORTFOLIO

Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a booster pack from the new Pokémon TCG: Sun & Moon Unbroken Bonds expansion, so you can start filling it up right away!

PI 80560.....PI

POKÉMON TCG: SUN & MOON UNBROKEN BONDS THREE BOOSTER BLISTER

When you have a partner you can count on, nothing can stop you! The TAG TEAM Pokémon-GX in the Pokémon TCG: Sun & Moon Unbroken Bonds expansion show the colossal power of teamwork, including Reshiram & Charizard-GX, the Ultra Beasts Pheromosa & Buzzwole-GX, and Gardevoir & Sylveon-GXplus, Lucario teams up with the newly discovered Melmetal! With trust and practice, these Pokémon can tackle just about anything, so checkout the amazing Pokémon pairings in the Sun & Moon Unbroken Bonds expansion!

PI 80549.....PI

PRIVATEER PRESS

HORDES

Scheduled to ship in May 2019.



GRYMKIN GRAVE GHOUL SOLO (RESIN AND WHITE METAL)

PIP 76036.....\$16.99



GRYMKIN PIGGYBACK OFFICER COMMAND ATTACHMENT (RESIN AND WHITE METAL)

PIP 76033.....\$18.99



MINIONS UNDERCHIEF MIRE CROAK SOLO (RESIN AND WHITE METAL)

PIP 75086.....\$12.99

MONSTERPOCALYPSE



HAMMERKLAK SUBTERRANEAN UPRISING MONSTER (RESIN AND WHITE METAL)

PIP 51058 PI



KRAKENOCTUS TRITON MONSTER (RESIN)

PIP 51057 PI



STATUE OF LIBERTY BUILDING (RESIN)

PIP 51059 PI

WARMACHINE

Scheduled to ship in May 2019.



MERCENARIES POWDER MONKEY SEA DOG PRIVATEER SOLO (RESIN AND WHITE METAL)

PIP 41922 \$14.99



MERCENARIES SCALLYWAG PRIVATEER LIGHT WARJACK (RESIN AND WHITE METAL)

PIP 41151 \$23.99



MERCENARIES STEELHEAD IRONHEAD MERCENARY SOLO (RESIN AND WHITE METAL)

PIP 41158 \$19.99



MERCENARIES SWABBER PRIVATEER HEAVY WARJACK (RESIN AND WHITE METAL)

PIP 41993 \$34.99

Q-WORKSHOP



DRAGONS DICE SET BOTTLE GREEN/GOLD (7)

QWS SDR498 \$15.00



DWARVEN DICE SET BEIGE/BURGUNDY (7)

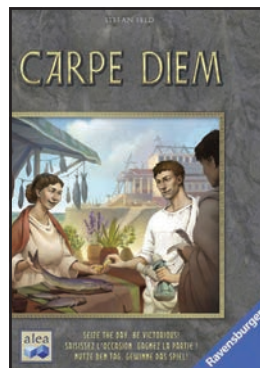
QWS SDWA87 \$17.00



DICE TOWER: CALL OF CTHULHU COLOR

QWS TCTH102 \$25.00

RAVENSBURGER



CARPE DIEM

Rome, 1 B.C. As influential patricians, you set out to improve your city districts. Profitable buildings and beautiful landscapes will make sure your part of the city will prosper. Seize the day by harvesting grapes and catching fish, then sell these wares on the market to make money. Build proper dwellings for your servants and they will be more diligent and more productive. And don't forget your own villa! It will gain you a lot of prestige. The player with the most victory points at the end of the game is the winner. Scheduled to ship in April 2019.

RVN 26919 \$44.99



IMPACT

Will you test your fate using the force of the elements? The choice is yours in this simple yet addictive game! Throw your element die to transform the elements in the cauldron to create sets of matching elements. Dice with matching symbols are added to your supply. The other dice stay in the cauldron for the next player. The last player with remaining dice at the end of the game wins.

RVN 26781 \$19.99



JURASSIC PARK DANGER! GAME

This Jurassic Park light strategy game, set in the chaotic scene of Isla Nublar, will take you on the adventure of your life! One player controls the T. rex, Dilophosaurus, and Velociraptor, prowling through the jungle to attack the humans. The remaining players work as the team of iconic characters from the classic Jurassic Park film to fight against the player controlling the dinosaurs. But be careful, if the dinosaurs defeat three Human Characters, the Dinosaurs win. If the players controlling the Human Characters manage to get three Characters off the island to safety, those players win! Scheduled to ship in May 2019.

RVN 60001761 \$34.99



HARRY POTTER LABYRINTH

Who can keep a clear watch over the Harry Potter labyrinth and find paths to the well-known residents of Hogwarts? Harry, Ron and Hermione, Professor Dumbledore, Hagrid and Harry's owl Hedwig are all waiting for you to find them. If you move the labyrinth around cleverly, you'll surely discover new paths that were once dead-ends. Keep making new paths to find the characters you need to collect. Scheduled to ship in February 2019.

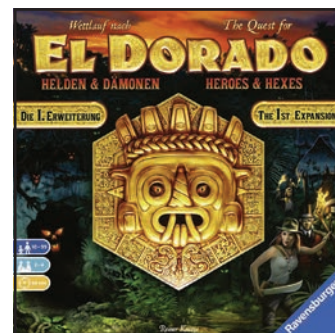
RVN 26031 \$34.99



PUSH CARD GAME

Rack up points by playing cards to the stacks but watch out! You can't repeat a color or number. Choose when to stop and score the best stack or push your luck and go for more!

RVN 60001776 \$12.99



THE QUEST FOR EL DORADO, HEROES AND HEXES EXPANSION

Are you ready to embark on a new journey to El Dorado, the City of Gold? This time you will encounter even more perils on your paths. Hire intrepid heroes to accompany you on your expedition and help you battle the demons of the darkest jungle! New terrains and new challenges await! Scheduled to ship in February 2019.

RVN 00026790 \$19.99

GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

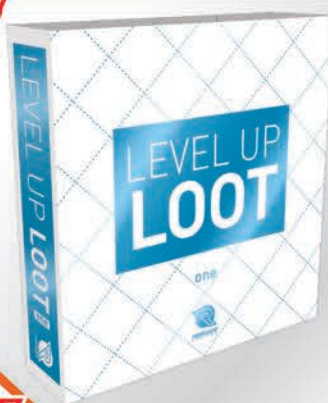
GMT

APR 2019

49

**LEVEL UP LOOT BOX #1** (RGS02003)

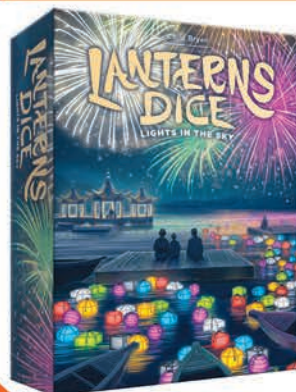
- Level Up your games with this box full of promos!
- Meeples for Clank! A Deck-building Adventure and The Tea Dragon Society Card Game!
- Cards/Tiles for Altiplano, Gunkimono, Reykholt, FUSE, and Lotus!

MSRP: \$15**May Release!****NEW!**
RELEASE**RAIDERS OF THE NORTH SEA GAME MAT** (RGS04850)

- 1 premium playmat for Raiders of the North Sea
- Includes spaces for Hall of Heroes and Fields of Fame Expansions as well as all cards and tokens
- Detailed, high quality printing on soft fabric with a rubber backing.

MSRP: NET **Ages:** 12+ **2-6 Players** **60-80 Min****May Release!****NEW!**
RELEASE**LANTERNS DICE: LIGHTS IN THE SKY** (RGS00889)

- Decorate the lake with Lanterns to celebrate the festival!
- Roll the dice, arrange them, and fill in your scoresheet
- Complete shapes to score extra points with firework tiles!

MSRP: \$25 **Ages:** 10+ **2-4 Players** **30-45 Min****May Release!****NEW!**
RELEASE**HEXROLLER** (RGS2000)

- Create regions and roads in this fast-paced dice game!
- Draft Dice, Fill Regions and Connect Numbers!
- Use Bonuses at the right time to maximize your points!

MSRP: \$20 **Ages:** 8+ **1-8 Players** **15-20 Min****May Release!****NEW!**
RELEASE

THE FOX IN THE FOREST (RGS00574)

- Familiar trick-taking mechanics with unique character powers.
- Compact size is perfect for travel.
- Don't be too greedy! More tricks won't always win the game!

MSRP: \$15 **Ages:** 10+ **2 Players** **30 Min**

Available Now!

REPRINT



OVERLIGHT (RGS00813)

- Play as a Skyborn within this unique kaleidoscopic fantasy world
- Manipulate the Overlight to harness the incredible power of Chroma
- 300 full-color pages fill this hardcover edition

MSRP: \$50 **Designers:** Paul Alexander Butler and George Holland

Cover Artist: Kwanchai Moriya

Available Now!

REPRINT



OUTBREAK: UNDEAD.. 2ND ED DECKS (RGS04860)

Cut down on flipping pages at the table while adding a tactile feel to looting. The Outbreak: Undead.. card sets serve as both game references and props to go along with your scenarios and bring them to life!

- RGS0883 Loot Deck – 120 Cards
- RGS0884 Gear Deck – 60 cards
- RGS0885 Traits Deck – 90 Cards
- RGS0886 Weapons Deck – 60 Cards

MSRP: \$11.99 per deck **Designer:** Christopher J. De La Rosa

Artist: Anthony Jones, Shar Tuiasoa, Kent E. Davis, Caleb Cleveland, and Christopher J. De La Rosa

May Release!

NEW RELEASE



OUTBREAK: UNDEAD.. 2ND ED MAT (RGS00887)

Why should the Gamemaster be the only one with a handy reference at the table? The Outbreak: Undead.. Player Mat is the player version of the Gamemaster's Screen, providing quick rules useful for all players and space to organize your Dice Pool results!

MSRP: NET **Designer:** Christopher J. De La Rosa

Artist: Anthony Jones, Shar Tuiasoa, Kent E. Davis, Caleb Cleveland, and Christopher J. De La Rosa

May Release!

NEW RELEASE





RESTORATION GAMES

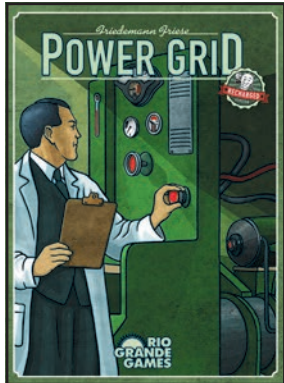


FIREBALL ISLAND: CROUCHING TIGER, HIDDEN BEES

Lets make one thing perfectly clear: The island is out to get you. Fireballs, of course. But theres a whole lot more on the island that will have you running for your life. This smaller expansion introduces two new threats. The crouching tiger introduces a dexterity shot. Place it on the table next to the board, press down, and launch it towards your foes. The hidden bees make up for their smaller size with their swarming numbers. Put all the little yellow marbles into the beehive, pour them through Vul-Kar, and watch the mayhem ensue.

REO 9103\$14.95

RIO GRANDE GAMES



POWER GRID: RECHARGED EDITION

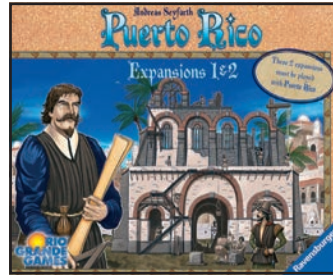
After 15 years, *Power Grid*, the hugely popular and award-winning game, is being upgraded. In March, *Power Grid: Recharged Edition* (RGG 559) will replace *Power Grid* (RGG 240). Small but meaningful improvements have been made to the game including updated rules to improve gameplay, an updated player order tracker, new reference cards, and a discount token to enhance power plant auctions. *Power Grid: Recharged Edition* will be compatible with all previous *Power Grid* expansions. Scheduled to ship in March 2019.

RGG 559\$49.95

UNDERWATER CITIES

In *Underwater Cities*, by Vladimir Suchy, the players build and develop underwater metropolises by constructing kelp farms, desalination plants, laboratories, and tunnels to connect them. The heart of the game is a clever mechanism using a combination of action slots and development cards. The players take turns playing cards into action slots, sometimes for the action of the slot, sometimes for the action of the cards. If played strategically, the players can receive a bonus for the card matching the slot. Balancing these strategic choices is the key to building the best underwater habitat, allowing humanity to thrive. Scheduled to ship in March 2019.

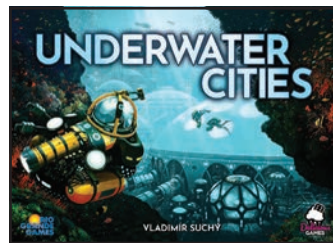
RGG 564\$69.95



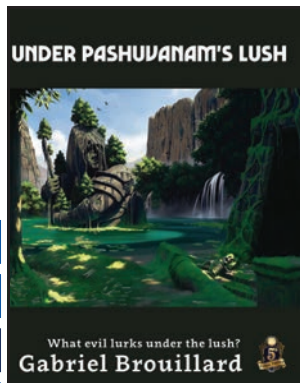
PUERTO RICO: EXPANSIONS 1 & 2

For the first time in 10 years, the expansions for *Puerto Rico*, the hugely popular, award-winning game, will be available again in one set. The first expansion adds new buildings to give settlers more options as they work to build respect. The second adds yet more buildings as well as nobles, who can be placed as colonists to achieve different results. These expansions require *Puerto Rico* base game to play. Scheduled to ship in April 2019.

RGG 565\$14.95



ROGUE GAMES

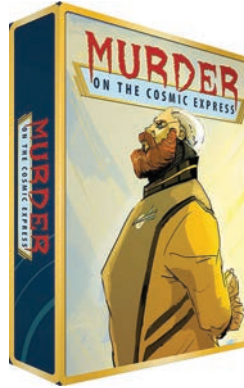


UNDER PASHUVANUM'S LUSH 53

Covering most of this land is the thick jungle Pashuvanum or Jungle of Beasts. Fierce creatures plague all living within the jungle, and no one is safe when they emerge from the leafy depths. Over the last few centuries, most of the dangerous creatures have been driven away from major settlements. Stories of unspeakable horrors lurking in the jungle persist and so too does the danger. *Under Pashuvanum's Lush* is your introduction to the land of Beidha and the adventures, rumors, and mysteries hidden there. Scheduled to ship in May 2019.

RUG 10103\$11.99

SCREECH DRAGON STUDIOS



MURDER ON THE COSMIC EXPRESS

You are the Captain aboard the Interplanetary Cosmic Express Cruise Line when it is discovered that the President of the Cosmic Express Lines has been murdered. The Captain must examine the evidence, interrogate the prime suspects, and figure out who the Murderer is! *Murder on the Cosmic Express* is a social deduction game that takes less than 5 minutes to play. Scheduled to ship in May 2019.

VSD 4010\$14.99

SINISTER FISH GAMES



VILLAGERS

You are the founder of a new village during the middle ages, in the years after a great plague. The roads are full of refugees seeking a new beginning. They come to you, hoping to settle down on your land and make a living. Your grain farm is the ideal starting point for a village, reliably providing food for many people. You must choose wisely who you allow to settle with you, as your food and resources are limited. If you manage to find people that can work together to make a profit, while increasing your food surplus and capacity for building new houses, your village will be prosperous. Scheduled to ship in May 2019.

SIF 00030\$26.00

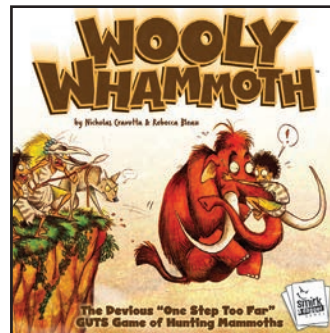


VILLAGERS: EXPANSION PACK

The Expansion Pack adds four modular mini-expansions to *Villagers*, plus an upgrade to the first player marker from the base game! Saints are 5 new villagers who help the player in some way. Scoundrels add a little bit of meanness to the game, with 7 new villagers who employ a variety of underhanded tricks. Profiteers introduces 6 new villagers and a new scoring mechanism: bronze coins, which score at the end of every round. Developments brings an entirely new element to the game: deal out 3 Development cards at the start of the game and compete for control of them and the bonuses they provide. Scheduled to ship in May 2019.

SIF 00031\$9.00

SMIRK AND DAGGER



WOOLLY WHAMMOTH

To feed your prehistoric clan, your tribespeople must force Mammoths over the side of a cliff. Just be careful that you don't sink into a tarpit, get stomped by a Mammoth-or run right off the cliff yourself in the process. This 'Guts-style' game has you trying to out think your opponents and maneuver them into harm's way... until 'WHAMM!' one tribe emerges victorious.

SND 0068\$34.99

SPLATTERED INK GAMES



DOBBERS: QUEST FOR THE KEY

Quest for the Key is a surprisingly deep and meaty deck building, RPG adventure. Each player equips their Hero with special Weapon, Armor and Item cards, while creating challenges for the other players with Creature and Location cards. Gameplay is deceptively simple and allows for numerous strategies for you and your friends as you race to be the first to reach the magical key and save the Alwaysgreen Forest! Scheduled to ship in May 2019.

DTJ 010\$49.00

STARLING GAMES



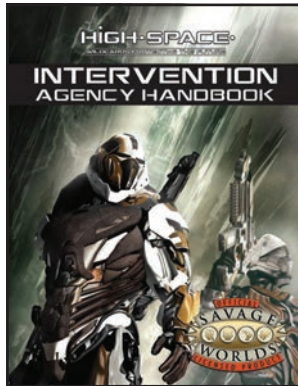
EVERDELL: PEARLBROOK

Explore a new underwater society in *Pearlbrook*, the first expansion for *Everdell*. *Pearlbrook* introduces a new side board, the river board, where you'll send your frog ambassador to gather a new resource: pearls. You'll also encounter new aquatic critters and constructions! Collect enough pearls and you can construct fabulous wonders and adornments, to make your city the pride of Everdell! Scheduled to ship in October 2019. GSU STG2609.....PI

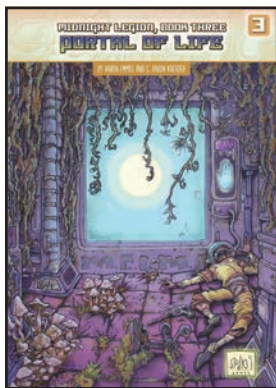
STORYWEAVER GAMES

SAVAGE WORLDS: HIGH SPACE: INTERVENTION AGENCY HANDBOOK

Join the elite hyper-tech agents of the galaxy's most secretive spy force: Intervention. This new supplement for *High-Space* - the fast, furious and fun far future setting for *Savage Worlds* - launches you into the shadowy world of sci-fi black ops. Packed with top secret info about the Agency's remit across the PanDominion, you'll find exciting new archetypes to play. Plus, there's new edges, new gear, starship templates and even four complete starship designs! SWG HSP35.....\$24.00



STUDIO 9 GAMES



MIDNIGHT LEGION: PORTAL OF LIFE

Your world is gone. The world that has replaced it is alien and savage, but filled with wondrous new life. In the last remaining Midnight Legion base, a computer controls technology that can destroy this new world or help it thrive. What it can tell you depends on how much you are willing to sacrifice to regain the memories you have lost. The *Midnight Legion* is an interactive story where you decide what happens next. Solve puzzles, recover lost memories, and utilize combat, stealth, sixth sense, or diplomacy. Scheduled to ship in May 2019. S9G 10015.....\$12.95

TROLL LORD GAMES



5TH EDITION ADVENTURES: S2 - THE MALADY OF KINGS

St. Luther sits restless upon the magical Dreaming Sea. He feels his queen's disjoined spirit. To lay the queen to rest is to rescue a god. The road is perilous, crossing the wilds of Eldwood to the very depths of the Dreaming Sea. There lies a magical land and Luther's abode. To bring peace to the realms one must solve the riddles of the wizard's sorcery, cross a reckless land, encounter monsters of epic proportion, all before ever they come into the presence of Saint Luther, Lord of Dreams. Even then danger awaits them for the Lord's slumber is a perilous thing to disturb. Scheduled to ship in June 2019. TLG 19328.....\$11.99

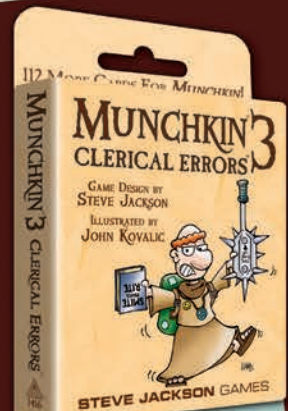
You keep buying them,
so we keep printing them!



June 2019
(18th printing)



June 2019
(28th printing)



June 2019
(23rd printing)



June 2019
(20th printing)



October 2018
(11th printing)

#PLAYMUNCHKIN
munchkin.game

STEVE JACKSON
GAMES

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GAMES

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GTM

APR

2019

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**CASTLES AND CRUSADES RPG:
TOME OF THE UNCLEAN**

Tome of the Unclean unleashes all the might of the wretched plains upon your *Castles & Crusades* game! *Tome of the Unclean* includes the Demogorgan, Orcus, Bael and many other familiar creatures, as well as a host of new and unusual devils and demons. Born with twisted thought, tainted with stains of malice, these are creatures unkempt. Foul of sight and smell, sunk in the darkness of time's caverns, they dwell in the retched Plains of shadow and loss. The echo of the unknown drives them from the darkness, seeking salvation. For beyond the darkness, beyond all sense, lies a gulf of empty fear, it is here where evil lurks. Scheduled to ship in June 2019. TLG 81401\$29.99

**ULTRA PRO
INTERNATIONAL****DRAGON BALL SUPER:
FULL-VIEW DECK
BOXES SET 4**

Scheduled to ship in May 2019.

**BROLY**

UPI 85982 PI

**GOKU, VEGETA, AND BROLY**

UPI 85980 PI

**VEGETA VS GOKU**

UPI 85981 PI

DRAGON BALL SUPER:**PLAY MAT SET 4**

Scheduled to ship in May 2019.

**BROLY**

UPI 85985 PI

**VEGETA VS GOKU**

UPI 85984 PI

**VEGETA, GOKU, AND BROLY**

UPI 85983 PI

**DRAGON BALL SUPER:
STANDARD SIZE DECK****PROTECTOR SET 4 (65)**

Scheduled to ship in May 2019.

**BROLY**

UPI 85979 PI

**VEGETA VS GOKU**

UPI 85978 PI

**FINE ART: DECK
PROTECTOR PACK (65)**

Scheduled to ship in March 2019.

**AMERICAN GOTHIC**

UPI 85857 PI

**MONA LISA**

UPI 85859 PI

**RED FUJI**

UPI 85858 PI

**FRANK FRAZETTA
PLAY MATS**

Scheduled to ship in March 2019.

**BARBARIAN**

UPI 85960 PI

**DEATH DEALER**

UPI 85961 PI

**VAMPIRE MISTRESS**

UPI 85962 PI

**HISTORIC ART: DECK
PROTECTOR PACK (100)**

Scheduled to ship in March 2019.

**BENJAMIN FRANKLIN**

UPI 85860 PI

**WAR OF THE
SPARK****MAGIC THE GATHERING:****WAR OF THE SPARK**

Scheduled to ship in April 2019.

DECK PROTECTOR SLEEVES (100) V1

UPI 18014 PI

DECK PROTECTOR SLEEVES (100) V2

UPI 18015 PI

DECK PROTECTOR SLEEVES (100) V3

UPI 18016 PI

PLAY MATS 6'

UPI 18028 PI

PLAY MATS 8'

UPI 18029 PI

PLAY MATS V1

UPI 18020 PI

PLAY MATS V2

UPI 18021 PI

PLAY MATS V3

UPI 18022 PI

PLAY MATS V4

UPI 18023 PI

PLAY MATS V5

UPI 18024 PI

PLAY MATS V6

UPI 18025 PI

PLAY MATS V7

UPI 18026 PI

PRO 100+ DECK BOX V1

UPI 18017 PI

PRO 100+ DECK BOX V2

UPI 18018 PI

PRO 100+ DECK BOX V3

UPI 18019 PI

PRO 100+ DECK BOX PRO-BINDER

UPI 18027 PI

WALL SCROLL

UPI 18039 PI



ONE TOUCH STAND 35PT (10 PACK)

Scheduled to ship in March 2019.
UPI 85833.....PI



TOPLAYER: 24" X 14" PLAY MAT (5)

Scheduled to ship in March 2019.
UPI 85844.....PI

RINGMASTER: WELCOME TO THE BIG TOP

Behold the greatest game on earth! *RingMaster* is a fast-paced, exciting card game in which players compete to build a circus that captures the mind, dazzle the senses and makes the heart pound with excitement! Players are dealt a hand of cards from a 34 card deck to be played or held for future turns. Cards played can either benefit the player or sabotage competing ringmasters. Within the deck are 'attraction' victory points and cards that define the winning condition. *RingMaster* comes with 34 high quality, tarot-sized cards with gorgeous artwork printed on premium thick card stock. The game also includes a stylish carrying pouch so you can take your circus on the road for a world tour! *RingMaster* is designed for 2 to 4 players ages 13 and up, with each game lasting 10 minutes on average. Scheduled to ship in April 2019.

UPI 10162.....PI



VAN RYDER GAMES



GRAPHIC NOVEL ADVENTURES: THE CRUSOE CREW

In *The Crusoe Crew* players choose one of four characters to play in an immersive story in which your team's choices guide your progress. Each player has their own graphic novel and their own special talent! The team has a character sheet that tracks your possessions, your coins, and your victory points. Gameplay is highly interactive and consists of searching for treasures by exploring islands that contain clues, riddles and traps.

Players will have to work as a team and will be making choices about where to go and what to do in this amazing adventure game that is fun for all ages. Scheduled to ship in May 2019.
VRG GNACC1\$34.99

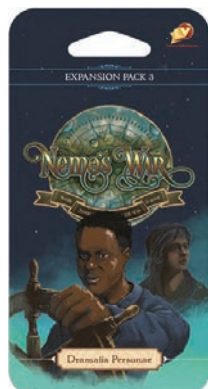


VICTORY POINT GAMES



NEMO'S WAR: BOLD AND CARING EXPANSION PACK 2

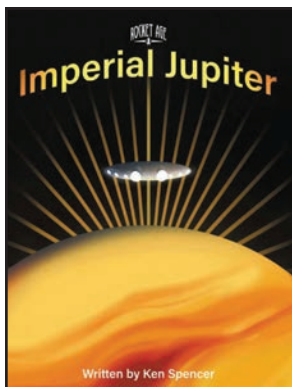
The second expansion pack for *Nemo's War*, *Bold and Caring*, features two new motives for *Captain Nemo: Adventure* and *Humanist*! As experienced players know, each motive is like playing a different game! Scheduled to ship in October 2019.
GSU VPG2503\$10.00



NEMO'S WAR: DRAMATIS PERSONAE EXPANSION PACK 3

The third expansion pack, *Dramatis Personae*, provides your game with a neat stack of ten additional cards: nine new *Adventure* cards and one intriguing new *Finale* card. Scheduled to ship in October 2019.
GSU VPG2504\$10.00

WHY NOT GAMES



ROCKET AGE RPG: IMPERIAL JUPITER

Inside this supplement for *Rocket Age*, you will find information, NPCs, and story hooks for not just the gas giant, but six of its moons. *Imperial Jupiter* offers more than just an expansion of the Solar System of *Rocket Age*. Your characters can join or fight against new organizations such as the Royal Marine Rocket Brigades or Interplanetary Shipping and Transport. Welcome to the world of *Imperial Jupiter*. Scheduled to ship in May 2019.
WNG 0515.....\$29.99

WIZARDS OF THE COAST



FEATURED ITEM

WAR OF THE SPARK

MAGIC THE GATHERING CCG: WAR OF THE SPARK

Scheduled to ship in May 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36)

WOC C57770000.....PI

BUNDLE

WOC C57790000.....PI

PLANESWALKER DECK DISPLAY (6)

WOC C57800000.....PI

THEME BOOSTER DISPLAY (10)

WOC C63040000.....PI

SPOTLIGHT ON



TRANSFORMERS TCG: RISE OF THE COMBINERS BOOSTER DISPLAY (30)

In the *Transformers: Rise of the Combiners* expansion, players field 5 specific Transformers who combine together into a single, larger character when the Combiner mechanism, triggered by the Enigma card being played, is triggered. In one of the examples, Torox, Divebomb, Headstrong, Razerclaw and Rampage are in play and they combine into the hulking, Predaking Transformer. In this mode, all damage from the separate Transformers are carried over

into this larger form. The expansion adds 46 new character cards and 81 new Battle cards. The expansion is set to release in March of 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C63220000.....\$119.70

**TRANSFORMERS TCG: RISE OF THE COMBINERS DEVASTATOR DECK**

The *Transformers TCG* is a fast-paced trading card game for 2 players. Build a team of Transformers Character Cards and a deck of Battle Cards, and then jump right into battle! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C63350000.....\$24.99

WIZKIDS/NECA**DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: W9**

Scheduled to ship in July 2019.

BULETTE

WZK 73713.....\$4.99

FEMALE ELF PALADIN

WZK 73706.....\$4.99

FEMALE HALF-ORC BARBARIAN

WZK 73703.....\$4.99

FEMALE HUMAN DRUID

WZK 73701.....\$4.99

FEMALE HUMAN FIGHTER

WZK 73705.....\$4.99

FEMALE TABAXI ROGUE

WZK 73708.....\$4.99

MALE ELF PALADIN

WZK 73707.....\$4.99

MALE ELF WIZARD

WZK 73709.....\$4.99

MALE HALF-ORC BARBARIAN

WZK 73704.....\$4.99

MALE HUMAN ROGUE

WZK 73702.....\$4.99

QUASIT & IMP

WZK 73719.....\$4.99

SPECTATOR & GAZERS

WZK 73717.....\$4.99

SPRITE & PSEUDODRAGON

WZK 73718.....\$4.99

TORTLES ADVENTURERS

WZK 73700.....\$4.99

WEREBOAR & WEREBOAR

WZK 73715.....\$4.99

WYVERN

WZK 73714.....\$14.99

YAUN-TI PUREBLOODS

WZK 73716.....\$4.99

YOUNG BRASS DRAGON

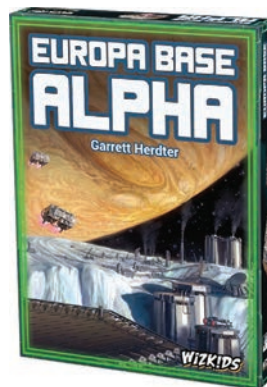
WZK 73711.....\$14.99

YOUNG BRONZE DRAGON

WZK 73710.....\$14.99

YOUNG WHITE DRAGON

WZK 73712.....\$14.99

**EUROPA BASE ALPHA**

In *Europa Base Alpha*, players are competing to build the grandest network of moon bases on Europa made up of Missile Silos, Communication Towers, Global Command Centers, Personnel Bunkers, and Intergalactic Transports. Cards and dice are used to help you build your bases as well as hinder other players. Bases need certain icons rolled and cards can be played to aid in getting those icons or to hinder an opponent by requiring more icons, rolling less dice, etc. The player with the most points earned from built moon bases will take control of Europa and win! Scheduled to ship in June 2019.

WZK 73453.....\$44.99

**MERLIN'S BEAST HUNT**

Most know of the tournaments of knights hosted by Arthur, but only a few know of *Merlin's Beast Hunt* tournament! Held on a remote isle, mages use magical seeds and their own sorcery to create fences of natural elements to enclose and capture various beasts. As one of the competing mages, you will use your share of 80 custom dice as seeds to hold semi-transparent cards that represent fences of bamboo, lightning, thorns, and water. The winner of the tournament is the magician who has the most points for capturing beasts and building fences. That Wizard will become the Champion of Magic! Scheduled to ship in August 2019.

WZK 73765.....\$49.99

**NEMO RISING: ROBUR THE CONQUEROR**

Nemo Rising: Robur the Conqueror is a cooperative board game that follows the new adventures of Captain Nemo and the crew of the Nautilus. The game allows 1 - 4 players to assume the roles of the protagonists of the series, Captain Nemo, Sara Duncan, Adam Fulmer, or Ulysses S. Grant, as they explore new worlds, overcome dangerous obstacles, and complete challenging missions. As you and your fellow players work together, you can choose to explore one of two scenarios. Will Robur be defeated, or will he conquer the earth? It's up to you. Scheduled to ship in September 2019.

WZK 73506.....\$59.99

PALM TREES

Palm Trees comes with 78 cards, representing fronds and coconuts. All of the cards have rules telling you the crazy ways you have to hold them: thumb and pinky only, palm and index finger only, can't touch other cards, and more. Pick challenging cards for your opponents, and hope they drop the cards! To add to the fun, *Palm Trees* includes trunk tattoo sleeves to wear on your tree-arm! Scheduled to ship in June 2019.

WZK 73764.....\$19.99



SPOTLIGHT ON

PATHFINDER BATTLES

PATHFINDER BATTLES: LEGENDARY ADVENTURES BOOSTER BRICK (8)

Pathfinder Battles: Legendary Adventures fantasy miniatures come in two product configurations, the *Standard Booster* and the *Standard Booster 8 Ct. Brick*. Scheduled to ship in September 2019.

WZK 73935.....\$143.92

PATHFINDER BATTLES: LEGENDARY ADVENTURES GOBLIN VILLAGE PREMIUM SET

WizKids, the industry leader in quality pre-painted plastic miniatures, is pleased to bring this fantastic *Pathfinder Battles* *Goblin Village Premium Set* to life! This gorgeous *Premium Set* contains fantastic never-before-seen miniature(s) that add to your *Pathfinder Roleplaying Game!* Scheduled to ship in September 2019.

WZK 73936.....\$49.99



PATHFINDER BATTLES: LEGENDARY ADVENTURES PREVIEW PACK

The *Pathfinder Battles: Legendary Adventures Preview Pack* includes 8 all-new sneak peek miniatures based on new art from the upcoming edition of *Pathfinder!* Each of these miniatures is an all-new sculpt and will feature a dynamic pose, incredible detail, and a unique premium paint job. Monsters & NPC's featured in this set include: Goblin Dog-Slicer, Orc Charger, Bugbear Skulker, Orc Battler, Goblin Guard, Hobgoblin Soldier, Armored Elf Soldier, Halfing Slinger. Scheduled to ship in August 2019.

WZK 73656.....\$29.99



PATHFINDER DEEP CUTS UNPAINTED MINIATURES: W9

Scheduled to ship in July 2019.

CLOCKWORK DRAGON

WZK 73725.....\$14.99

FEMALE GOBLIN

WZK 73721.....\$4.99

ALCHEMIST

WZK 73723.....\$4.99

GENIE EFREETI

WZK 73723.....\$4.99

GIANT EAGLE

WZK 73724.....\$4.99

MALE GNOME SORCERER

WZK 73722.....\$4.99

MALE GOBLIN ALCHEMIST

WZK 73720.....\$4.99

STAR-SPAWN OF CTHULHU

WZK 73726.....\$14.99

SOVEREIGN'S CHAIN

Sovereign's Chain, a strategic, cutthroat card game, is so named due to the class cards played in front of players, forming chains. You can play cards onto your own chain or those of your opponents. Class cards come in two suits, stars and planets, and to win, you must have the highest difference in points between these two suits when someone's chain reaches seven cards. To add a wrinkle to the game, a small deck of Event cards is included, with unique effects that change the game completely. Scheduled to ship in August 2019.

WZK 73762.....\$24.99



WARHAMMER 40,000: RELIC

In *Relic*, 2-4 players assume the role of a powerful individual from the *Warhammer 40,000* universe, and bravely venture forth to shield the Antian Sector from certain doom. Based on the classic *Talisman* system, each turn, a player rolls a single six-sided die before moving their playing piece that number of spaces around the board. That player then draws a card or cards to see what they've encountered. The new *WizKids* edition features improved and expanded highly-detailed busts of the ten available player characters, as well as upgraded punchboard player and scenario cards. Will you save humanity or fall to the powers of Chaos? Scheduled to ship in July 2019.

PREMIUM EDITION
WZK 73969.....\$119.99

STANDARD EDITION
WZK 73666.....\$69.99



WIZKIDS DEEP CUTS UNPAINTED MINIATURES: W9

Scheduled to ship in July 2019.

CANNONS

WZK 73730.....\$4.99

CATAPULT

WZK 73731.....\$4.99

GIANT OCTOPUS

WZK 73728.....\$4.99

LARGE CANNON

WZK 73687.....\$4.99

POLAR BEAR

WZK 73727.....\$4.99

SHARK

WZK 73729.....\$4.99

Z-MAN GAMES



FEATURED ITEM



HADARA

In *Hadara*, it's your chance to make history. Over three epochs, guide the growth of your civilization as new ideas emerge; take great strides forward in the many fields of human achievement to build an empire more glorious than any other. Scheduled to ship in May 2019.

ZMG ZH005.....\$59.99

Presented by the US Tak Association



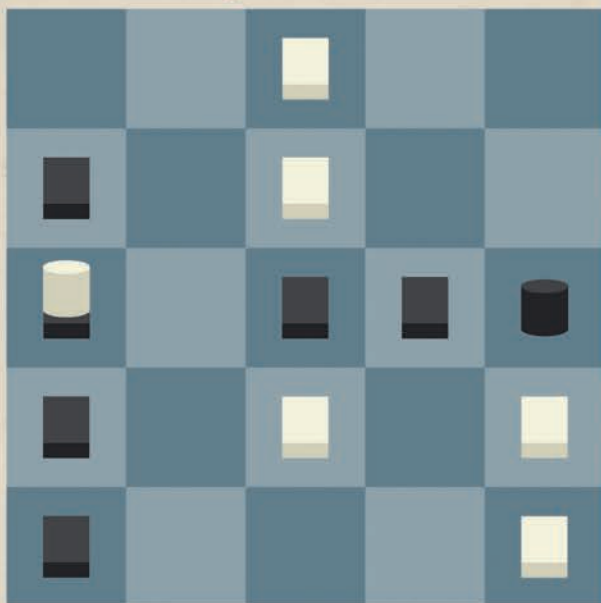
Tak

A Beautiful Game

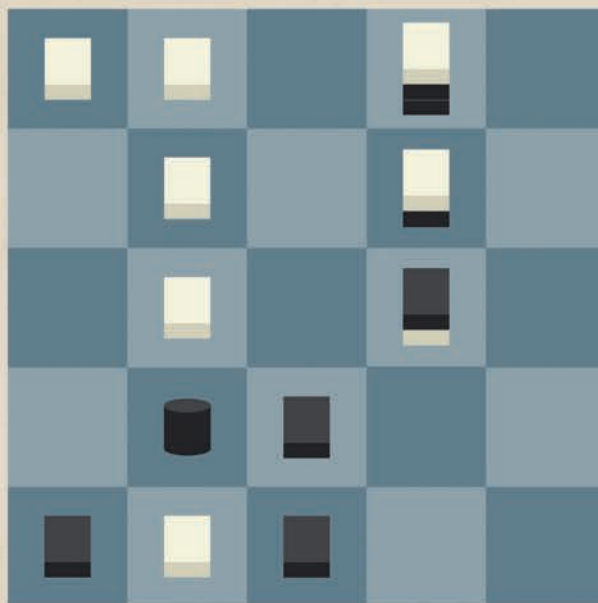
Monthly Tak Puzzles

The two puzzles this month are called “Tinue” puzzles. “Tinue” is a board state in which no matter what move your opponent makes, you will form a road. It’s similar to checkmate in chess. Below are two boards. In the beginner puzzle, it is white’s turn, and Tinue can be reached in a single move. In the intermediate puzzle, it is white’s turn, and Tinue can be reached in three moves. The actual win would occur two moves after Tinue (one for your opponent’s unsuccessful defense, and one for you to complete the win).

Beginner Puzzle



Intermediate Puzzle



Solutions will appear in next month’s Game Trade Magazine. In the meantime, visit USTak.org for more puzzles, information about Tak strategy, and the opportunity to connect with other Tak enthusiasts!

About Tak: A Beautiful Game

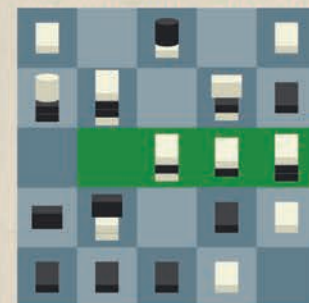
Tak was first conceptualized by Patrick Rothfuss in his bestselling novel *The Wise Man’s Fear*. With the help of renowned game designer James Ernest, Tak has been brought to life as an elegant two-player game reminiscent of classics like Go and mancala. To learn more about Tak, visit your local game store or jamesernest.com/tak.

Solutions from March:

Beginner Solution:



Intermediate Solution:



The intermediate solution shows the first of five moves.

Visit <https://bit.ly/2Ml2pxd> for a turn-by-turn overview.



HAVEN

Defend the mystical forest...or conquer it.



Designed by
ALF SEEGER

Illustrated by
RYAN LAUKAT

\$24.99

RVM019

040232653407

AVAILABLE NOW!

2 Players

Ages 13+

45 Min.



STAR WARS™ OUTER RIM™

SW06 | \$64.95 | AVAILABLE 2ND QUARTER 2019

“ Everything you’ve heard about me is true. ”

— Lando Calrissian, *Solo: A Star Wars Story*

Far from the shadows of Coruscant’s skyscrapers lies the dangerous Outer Rim. To many citizens, the galaxy’s edge represents a hive of scum and villainy that is better left ignored. But to the scoundrels of the galaxy, the Outer Rim represents the opportunity to become a legend.

Fantasy Flight Games is proud to announce *Star Wars™: Outer Rim*, a game of bounty hunters, mercenaries, and smugglers for one to four players!

In *Outer Rim*, players take on the roles of these outcasts and outlaws and set out to make their mark on the galaxy. You’ll travel the Outer Rim in your personal ship, hire legendary *Star Wars* characters to join your crew, and vie to become the most famous (or infamous) outlaw in the galaxy!

But it won’t be easy. The warring factions of the galaxy roam the Outer Rim, hunting down the scum that have proven to be a thorn in their side, and other scoundrels looking to make their mark might see you as the perfect target to bring down and bolster their own reputation. Do you have what it takes to survive the Outer Rim and become a living legend?

FIRST STEPS

Players begin their journey in the Outer Rim by selecting a ship and choosing one of eight iconic *Star Wars* characters to inhabit. Track down bounties with the notorious Boba Fett, or search for the fastest ship in the galaxy with Han Solo. From there, the galaxy is yours to explore. Played over a series of turns, players will fly across the galaxy, tracking bounties, building a crew, taking jobs, delivering cargo, and upgrading their ship in the pursuit of becoming a legend.

The goal of *Outer Rim* is to be the first player to gain ten fame, but the path to that level of notoriety can be different for every player. Some will spend their time rubbing shoulders with the various factions sending patrols through the Outer Rim, others will track down iconic *Star Wars* characters and bring them in dead or alive to collect bounties, still more will make their fortune delivering illegal cargo, dodging patrols as they make their way across the galaxy.

CONTROL YOUR DESTINY

During a turn, players first have the opportunity to move from planet to planet. You are limited by your ship’s speed, and you’ll have to avoid various patrols as you travel, but you won’t have an opportunity to expand your legend if you don’t explore the stars. Players then get the opportunity to perform any number of actions, including delivering cargo or purchasing cards from the marketplace. In the market you can pick up jobs, luxury items, mods for our ship, and upgrades to help you on your journey. If



you manage to scrounge up enough credits, you might even purchase a new ship. These ships for sale come with their own goals, and if you're able to fulfill them, your ship could become one of the most iconic vessels in the *Star Wars* galaxy. If you keep your wits about you, you may find yourself flying the *Millennium Falcon* itself.

STRANGE ENCOUNTERS

The final part of a turn sees you having an encounter based on your location in the galaxy. You may attempt to steal gear from an Imperial garrison on Ryloth, or find a weapon specialist to add to your crew in the Ring of Kafrene.

These encounters and certain jobs will require skill tests to find success. With every skill test, you'll roll two dice—identical to the dice featured in *X-Wing*—to determine if the job or encounter has a successful resolution. Your odds depend on your character and crew, of course! Lando Calrissian may excel at rigging a game of sabacc, but IG-88 is more likely to blast through some hapless organics!

These skill tests can be challenging, and failure may mean starting over at square one, but success can lead to untold riches, and your story will continue to grow as tales of your impressive feats spread throughout the Outer Rim.



Patrols from the Rebels, Imperials, Hutt's and Crime Syndicates aren't your only concern in the Outer Rim—bounties and secret jobs may see players at odds, and combat may be their only option. Whether it's in space or planet side, combat is an essential part of the *Outer Rim* experience. Whether a bounty won't come quietly or you've been hired to attack a fellow player, sometimes blasters are the only option.

THE OUTER RIM

Will you make a name for yourself by hunting bounties for the Hutts, stealing for the crime syndicates, or smuggling goods past Imperial patrols? All this and more is possible as you adventure through the outskirts of the known galaxy. Set your coordinates, gather your crew, and make the jump to hyperspace with *Outer Rim*, coming in the second quarter of 2019!



A NEW START FOR

WARHAMMER FANTASY ROLE-PLAY



WARHAMMER FANTASY RPG: 4TH EDITION STARTER SET
CB7 2401..... \$29.99 | Available June 2019!

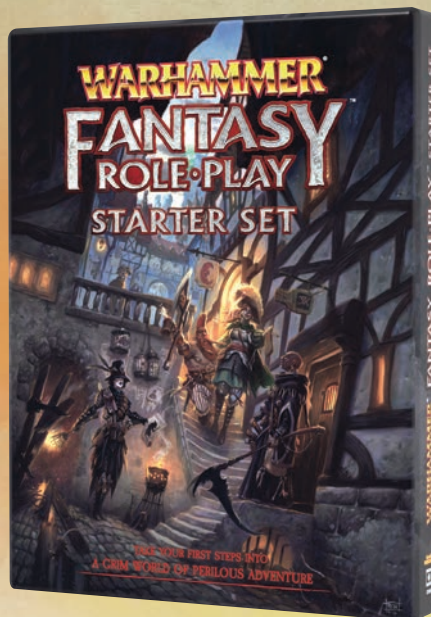
It was 1986. I was 11 and I had a mission. I scraped together all my pocket money and headed to 'Durrans', an art shop that was my local centre for all things gaming. There I bought a copy of the first edition of *Warhammer Fantasy Roleplay* (WFRP). Once home, I pored over its contents, reading it from cover to cover many times. However, for all I adored what I read, I didn't actually play my first game of WFRP for almost three years.

Back then, I lived in a wind-swept lighthouse at the very top of Scotland. It was remote, but it wasn't the isolation that stopped me playing WFRP. At the time, I was obsessed with Games Workshop (GW), and I bought every game that company produced. In those days, GW licenced roleplaying games like *Call of Cthulhu*, *Runequest*, *Paranoia*, *Stormbringer*, and more, which I frequently played with my friends. But if I roleplayed so often, what stopped me playing WFRP?

Well, I was young, and WFRP was much bigger and more mature than the other roleplaying games I owned, so I just wasn't sure how to best use it all. It took me a while to not only absorb the game, but to feel confident enough to run it. When I eventually did play... well, I never looked back. I've now been playing WFRP for over three decades, through all the editions of the game, and I love it more with every passing year.

I was originally hired to write for the new edition of WFRP (which we pronounce as 'Wuffrupp', by the way) at the beginning of 2018. Dominic McDowall, Cubicle 7's CEO, was putting the game together, and was looking for support from someone who knew all the editions of WFRP. I was very much that guy. Not only had I played WFRP1 for years, I had also played WFRP3 extensively, and I had written and illustrated large chunks of WFRP2. Dom and I clicked immediately, and weeks soon turned to months as other writers joined us to complete the project. By the time WFRP4 was finished, Dom was so pleased with how well we'd worked together, he hired me to run the entire WFRP line for him, then moved on to begin work on his next project: the *Age of Sigmar Roleplaying Game*. Dom then set me to resolving my first job: the WFRP Starter Set.

The concept of a starter set is not a new one: present a simple version of a game to teach the rules, complete with everything needed to play. New gamers can then try out your game, and if they like



it, they can move on to buy the full product. With that in mind, I set to building an introductory adventure that explained everything, step-by-step, with roleplaying legend TS Luikart. Then I started writing some simple setting material so new players could understand what roleplaying in the Warhammer world was like. However, I very quickly realised I wasn't happy with that. As writing progressed, I realised I wanted a true Starter Set. By that, I mean I wanted a starter set designed to be an entry point for all players of WFRP, not just those new to the game.

That's why, in late 2018, as the WFRP rulebook was shipping out to customers and the first raft of reviews were being posted online, I hired more writers and redesigned the Starter Set. In addition to the expected introductory adventure for new players, I added another 10 scenarios for more advanced players. Further, I took the introductory starting location of Ubersreik, a town in the Warhammer world, and added detailed maps, scores of interesting locations, and, most importantly of all, adventure hooks. Loads and loads of adventure hooks. This meant that new gamemasters and established ones didn't simply have a place to play, but they also had loads of inspiring ideas for how to use it. By Christmas, it was finished.

So, by the time it came to print, we didn't have a starter set for beginners, we had a starter set for everyone, from beginners to veteran roleplayers. Not only that, it contains enough material to keep any group busy for many months and years to come. After all, there is no point in having a game you either can't use, or don't know how to use, meaning it lies unplayed for three years in your collection.

The *Warhammer Fantasy Roleplay Starter Set* has a street date of June 2019.

...

The *Warhammer Fantasy Roleplay Starter Set* contains everything you need to start an epic campaign:



- Read This First! Introduction Sheet
- 6 Ready-Made Characters
- The Adventure Book
- A Guide To Ubersreik
- 3 Rules Reference Sheets
- 3 Handout Sheets
- 49 Advantage Tokens
- 4 Highly Detailed Maps
- 2 Custom Dice From Q Workshop
- A Simple Gamemaster Screen

Andy Law is the producer of Warhammer Fantasy Roleplay at Cubicle 7 Entertainment Ltd. Whether as an artist, writer, developer, cartographer, editor, or enthusiastic fan, he has been involved with Warhammer for over thirty years. He lives a delightful life of haggis and Irn Bru in Edinburgh, Scotland with his ever-gaming family.



POKÉMON

TRADING CARD GAME



- Boosters
- Blistered Boosters
- Theme Decks



SUN & MOON
UNBROKEN
BONDS

The Pokémon Company
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gotta catch 'em all!™



Pokemon.com/TCG

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MIAUI™

(MEOW-ee)



ZM012 | Miaui | \$24.99 | Available Now!

On the island of Miaui (MEOW-ee), the villagers count down the days until the tide changes and brings a wealth of fish to the lagoon. Miauian divers of all ages grab their gear and race down to the water, eager to compete to prove their skill and catch the best fish for the evening feast. The annual fishing festival has begun!



DIVE INTO THE LAGOON

Miauians of all shapes, sizes, and age compete for glory at the fishing festival. Players will select their diver from a quirky cast of characters, illustrated by Paul Mafayon, ready to wade into the shallows or dive to the deepest depths. Each set of diver cards is numbered 1 through 12, and players will have to play their cards strategically to snag the best fish.

Over 12 rounds, the waves will bring new fish into the lagoon. Once the lagoon board's three spots are filled, each player chooses one diver card from their hand and places it facedown in front of them.

The numbers on the cards show how deep a player is diving this round; a "1" is a very shallow dive but a "12" all but touches the ocean floor.

Once everyone has chosen a card, all players flip them faceup to reveal how deep they have chosen to dive. The diver with the **highest** number wins the **deepest** catch, the **second highest** number takes the **deep** catch, and the diver with the **lowest** number wins the **shallow** catch. If there are any ties, players will consult the mighty Kiti Tiki to break the tie. Then each player takes their catch and adds it to the top of their fish pile.



Managing your hand and deducing what your opponents are playing is key to getting the best fish and winning the competition. Will you catch the small Kittenfish or net a juicy tigerfish?

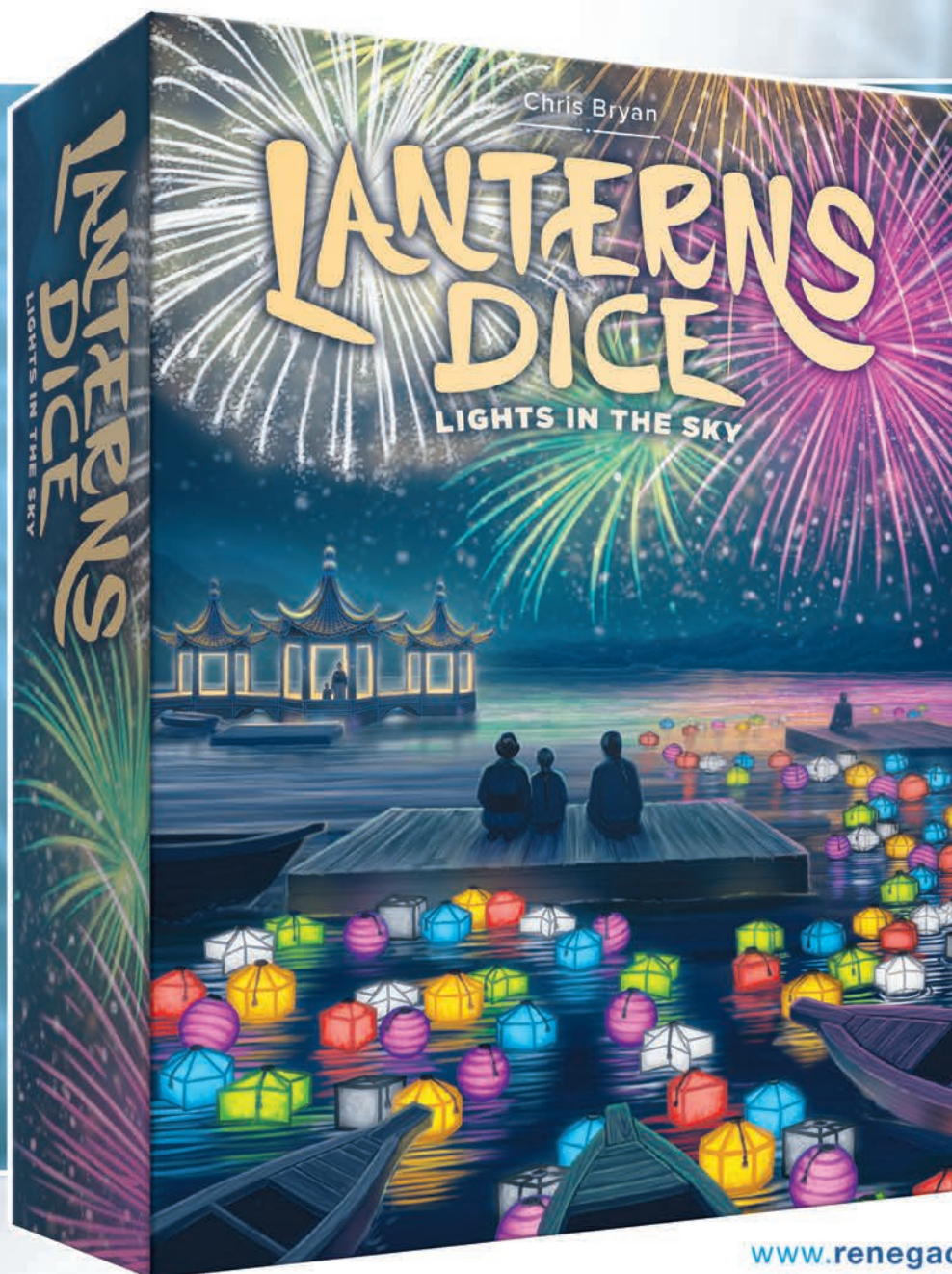
SNEAKY CREATURES

Though the fish are plentiful in the water, you must be wary of other creatures that can ruin your catch. The sticky jellyfish is chewy and won't make a good meal for the feast. Catching a jellyfish in your net will subtract from your total score. The sneaky seagull is eager to grab the tasty fish the divers catch. Seagulls will eat anything from the top of your fish pile, making them your worst enemy or your best friend! A seagull could take away that chewy jellyfish, giving you a better score, or the seagull could snatch the prize Emperor Tuna.



Z-MAN
games
zmangames.com

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www.renegadegames.com

Decorate the palace lake with floating lanterns and launch fireworks to impress the emperor.
Make this the best harvest festival ever!

ROLL, WRITE, WIN! AVAILABLE JUNE 2019

MSRP \$25

Ages 10+

2-4 Players

30-45 min

FREE PROMO
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**RENEGADE**
GAME STUDIOS

U-BOOT

THE BOARD GAME

DIVE INTO ALL MAJOR NAVAL THEATRES OF WW2

ARES PHALANX

U-BOOT: THE BOARD GAME

AGS PHGA033..... \$99.95 | Available April 2019!

It is 1940 and Germany is about to unleash its surprise underwater offensive on the Atlantic. Four brave people will lead the submarine's crew to face the enemy.

The highly anticipated underwater war thriller is finally releasing — after intensive preparations and high hopes pushed to the limit, *U-Boot: The Board Game* is ready for action.

The game is a fully cooperative, real-time submarine simulator, driven by a companion app, allowing an unprecedented level of realism. Published by PHALANX Games, it was designed by Artur Salwarowski and Bartosz Pluta, a duo of veteran gamers and World War 2 enthusiasts, from Iron Wolf Studio, with the goal of breathing new life into worn-out genres and rediscovering the joy of venturing into uncharted gaming territories. How does it work?

U-Boot: The Board Game is played by 1-4 players: Captain, First Officer, Navigator and Chief Engineer. Each of them has a different role and duties. Every role entails unique responsibilities, encouraging the players to develop an efficient communication scheme and use genuine navy terminology. The action unfolds both on the strategic and the tactical scale, constantly demanding teamwork, efficient crew management, and quick situation assessment.

The Captain has the most demanding tasks in the game. This role requires strategic planning, leadership skills, and at least a basic understanding of WWII. He is responsible for commanding the crew, tracking morale, and executing torpedo attacks. While giving orders, he must keep in mind the crew's limited strength — once the order token reaches the end of the Moral Track, the crew is exhausted and on the verge of breaking down.

The Captain's right hand is the First Officer, whose primary task is maintaining the flow of information and operating the companion app to enter orders and report events. He also takes care of the crew's health, and is responsible for the Enigma code machine, the 88mm deck gun, and target identification.

For steering the U-boat, the Captain relies on the Navigator's assessment. The Navigator sets the course and depth. He also updates all the essential information on the strategic and the tactical map.

Last, but not least, is the Chief Engineer, who is responsible for the engines and repairs, as well as other mechanical implements on board the U-boat (such as the ballast tanks, weapon systems, etc.). He deals with damage control, holding the fate of the crew in his hands.

At the same time, each of the four characters commands their own group of crew members by issuing orders within a worker placement system.

The idea behind the companion app is to deliver a real-time, realistic gameplay experience. To that end, the app features the most essential instruments of the U-boat (such as the periscope, hydrophone, Enigma, and others). The vast majority of gameplay traditionally takes place on the



game board, with the instruments revealing otherwise hidden information. The app requires only certain data (such as the U-boat's course, speed, etc.) in order to generate an appropriate A.I. response of the enemy force. It is also responsible for all the ambient sound effects, thus immersing the players even deeper into the claustrophobic interiors of the submarine.

On the tabletop, *U-Boot: The Board Game* recreates the operation of a war submarine with impressive components, starting from the big cardboard U-BOOT model, including crew and gun miniatures, navigation maps charts, Captain's log chart, Allied vessel identification chart, cards, tactical guide, enigma messages code sheet, and lots of cardboard components for player boards, watch tiles, attack disk, ruler and protractor, and tokens.

What does the game offer? From quick skirmishes, through full combat missions, to an all-out campaign, *U-Boot: The Board Game* lets you conduct submarine operations on the decisive naval front of the Second World War.

The experience of playing *U-Boot: The Board Game* can be further enhanced with beautiful accessories, such as a wooden protractor, deluxe game mat (in two versions), and detailed resin figures.

The stage is set, and the crew is awaiting your orders!

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STAR WARS

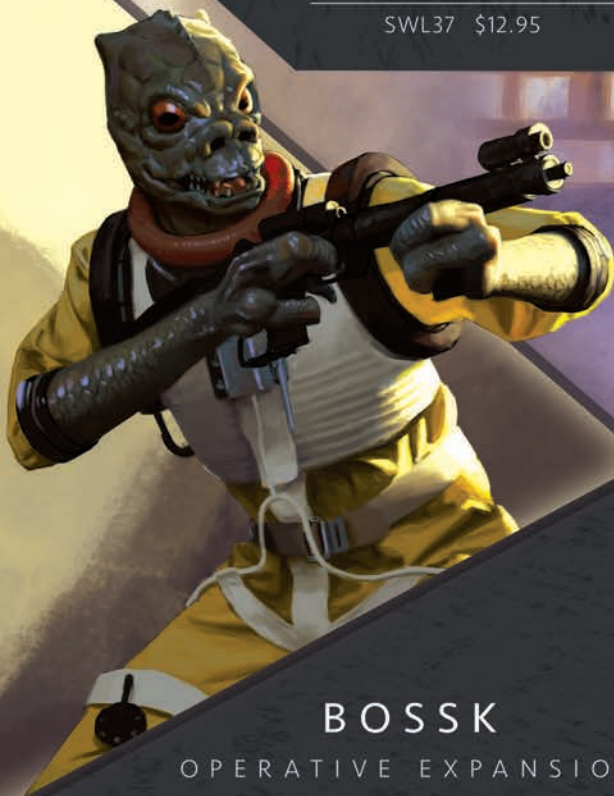
LEGION



SABINE WREN

OPERATIVE EXPANSION

SWL37 \$12.95



BOSSK

OPERATIVE EXPANSION

SWL38 \$12.95



RINGMASTER

WELCOME TO THE BIG TOP

COME ONE COME ALL TO THE GREATEST GAME ON EARTH

RINGMASTER: WELCOME TO THE BIG TOP

UPI 10162..... PI | Available April 2019!

Sound over the top?

Well, it is. *RingMaster: Welcome to the Big Top* is an homage to the Big Top Circus — a setting I love — where everything is about mystery and over-the-top spectacle. I tried to capture that feeling in this pretzels and popcorn card game, that plays in 10-minutes or less but has a more-than-enough strategy to keep you coming back for more.

The rules of *RingMaster* are very simple:

- Each player starts with a 3 card hand.
- On your turn, you must draw a card and you may play a card.
- Attractions and Stars are played in front of you.
- Sideshows are played in front of anyone.
- Events are played to the discard pile.

That's it!

Seem too easy? Well, be warned: the cards themselves are extremely powerful. They can tell you how to win, or completely flip the game on its head. Huge swings and big back-and-forth moments are the norms, so don't get too comfortable when you think you are in the lead.

This game has roots in projects I've been working on for nearly a decade, never quite finding the right home for the mechanics. *RingMaster* started as a way for me to pay homage to two of my favorite games: *Fluxx* and *Magic: the Gathering*.

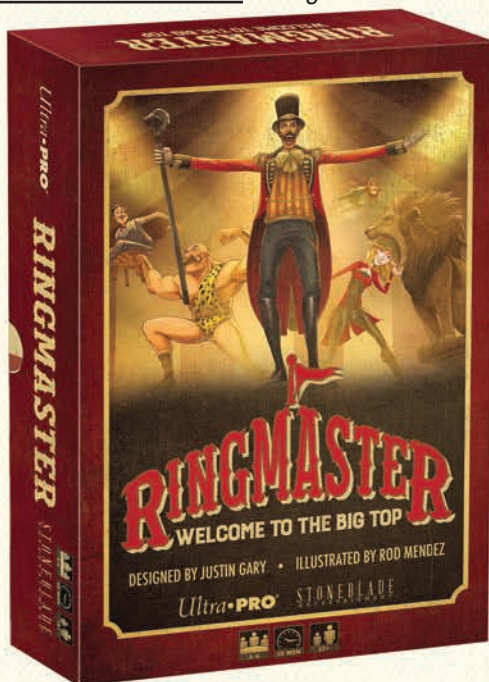
In my opinion, *Fluxx* distills the essence of collectible card games into its purest form. The game starts in a very similar way to *RingMaster* (3 cards in hand, draw 1, play 1 each turn), with the cards telling you all about how to win and how to change the rules as you play.

That is the essence of collectible card games: constantly changing what matters in a game and upending the rules based on the cards you play. *Fluxx* is beautifully elegant, but it can feel very random at times. I wanted a game with slightly more complex mechanics, that provided deeper gameplay.

By making the cards more interactive and strategic than those in *Fluxx*, I ended up with more depth, and the simplest game I've ever made.

This is a common tradeoff that designers have to make: Elegance vs. Depth. The best designs make these tradeoffs intelligently, serving the emotional core of your game.

While most novice designers tend to add too many rules and components to their game to achieve depth, so if you are working on a design of your own, try experimenting with





removing rules to see if you can bring out more elegance in your design. Once you've identified the emotional core of your game, any rules that don't serve it should be cut mercilessly.

Finding that depth for *RingMaster* is where the other design inspiration, *Magic: the Gathering* comes in. Back when I was playing on the *Magic: Pro Tour*, we took the game pretty seriously, often playing matches with thousands of dollars on the line.

But outside of tournaments, I always enjoyed goofing around with fun formats that weren't as competitive. My favorite of these was called "DC 10" where you had access to a shared set of cards and infinite resources to play any one card you wanted per turn. This created some swingy games that took the edge off the more serious versions of *Magic*.

RingMaster is inspired by these crazy swingy games. We have cards that can wipe out everything in play, force everyone to draw entirely new hands, steal cards from other players, and more. Like in poker, the more strategic player will definitely win in the long run, but on any particular round, you never know what is going to happen. Because games are so short, you don't have to take each one as seriously, but still get that flavor of "just one more game" at the end of each round to see what other crazy combinations can come together.

RingMaster made it most of the way through its development without a defined theme. Much like with our hit bluffing game *You Gotta Be Kitten Me*, the mechanics were completed long before the theme.

The concept of a circus was introduced by Stone Blade's newest hire, Denver Miller. *RingMaster* is Denver's first project at Stone Blade



and the circus theme was his idea. I instantly loved it and after doing a little research was surprised to discover there aren't any popular circus-themed games out there. We decided it was time to change that!

Denver is an incredibly talented graphic designer, creative director, and you can expect to see a lot more of his vision informing Stone Blade's products over the next year. *RingMaster: Welcome to the Big Top* was his first chance to shine and I think he did an incredible job bringing the circus vibe to life and making the cards look like classic circus posters.

The cards are oversized giving them the feel of fortune-teller cards to further reinforce the circus theme. The set came out beautifully and I can't wait for you to get your hands on it.

RingMaster won't likely replace *Ascension* or *Shards of Infinity* in your collection, but at only \$9.99 retail it's an easy pickup to play with friends at any skill level. If you are looking for a great game to fill in the gaps in your game night or that you can carry with you and play with just about anyone, this is the circus for you!

Happy Gaming!

-Justin Gary, game designer, CEO

P.S. If you are interested in checking out *Ringmaster*, talk to your friendly local game store to make sure they carry it. We'll post more details about the game as we get closer to the release date!





PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #10: PAINTING RED

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page — Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice and their own style to the table.

TECHNIQUES - LAYERING AND GLAZING

Highlighting is a broad term that can be applied to techniques where the first layer is dark and the subsequent layers build up with lighter and lighter tones.

Layering is a very controlled example of an approach to highlighting. You start with a dark basecoat and then paint a slightly lighter tone over the basecoat, leaving some of the previous layer visible, as shown on the swatches to the right and the Hellboy miniature from Mantic Games' Hellboy board game shown here.

Sometimes it can be tough to get the exact color you are after when creating your highlights, such as in this case where I added an off-white to the base red. This meant that Hellboy was left with a very distinct pink hue to the highlights.

I liked the tonal differences, but I wanted the highlights to appear more orange than pink, so I painted a thinned layer of an orange/red wash over the model to change the hue. This is called "glazing".

While a glaze might be applied in a similar way to a wash, it isn't really about shading the model, but rather to alter the appearance of color, or tie different layers together visually.





Prime the model with black spray first. You want to make sure your coverage provides a smooth and solid base to work from. Then prime from an elevated angle (30-45°) with a white spray.



The first step is to paint all of the skin with Vallejo Game Color Bloody Red. Don't worry too much if you happen to paint over any other areas, we'll tidy them up later.



The next step is layering on a 70:30 mix of Vallejo Game Color Bloody Red and Vallejo Model Color Ivory. This layer is just painted on the raised highlights.



The following step is layering on a 40:60 mix of Vallejo Game Color Bloody Red and Vallejo Model Color Ivory. Paint this layer carefully so that some of the previous layer is left visible.



The next step is to "glaze" by painting a layer of Army Painter Orange Tone over all the skin.



For a final touch you can shade the model by painting Army Painter Strong Tone into the areas where shadows fall.

LAYERING AND SHADING

Sometimes it's a good idea to paint your basecoat, then shade the model (with a wash or something similar) and then highlight the model to bring back some contrast.

Other times it is just fine to work up your highlights first. In this example here (Hellboy's iconic coat) I did just that. I mixed some of the same Vallejo Model Color Ivory into the base color of his coat and layered on the more extreme highlights. Once dry, it was a pretty simple step to apply an all-over wash of Army Painter Strong Tone. Not only did it shade the coat, it also acted somewhat as a "glaze" on the darker areas of the highlights, adding several layers of tone in the process.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres.

You can watch Dave paint each week on our Game Trade Media Facebook livestream - Painting Happy Lil Minis - Tuesdays and Thursdays at 2pm EST.



Need more Dave? Don't forget to pick up his book, *Armies & Legions & Hordes* (DTM 1001) from your FLGS!

THORNWATCH (LSG 20301)

From Lone Shark Games, reviewed by Eric Steiger



13 & Up



3 - 6 Players



60 - 180 Minutes



\$79.95

Thornwatch is the long-anticipated game from the webcomics team of Penny Arcade and Lone Shark Design studio. It's based on the Eyewood setting featured in a series of PA comics from several years ago, in which human civilization consists of small, isolated villages surrounded by a world-spanning magical forest filled with ever-present dangers. The Thornwatch are misfits and exiles from that society, who nevertheless can be called upon to use their forestry and combat skills to aid travelers in need. And here's the thing – if you didn't already know all about this, then the *Thornwatch* game probably isn't for you.

Thornwatch is a unique animal of a game, straddling the lines between cooperative and competitive, role-playing, deckbuilding, and board game, but one thing you can say for certain about it is that if you don't know what this setting is and why your characters are here, it's not going to waste time or components telling you. Which is a testament to just how much game there is here, because this box comes with a ton of content, and none of it can be spared repeating information you could just as easily get from the webcomic. The gameplay of *Thornwatch* is relatively straightforward. A one-versus-all game, players take on the role of either members of the Thornwatch, or the Judge, and engage in an adventure. An adventure consists of branches of scenes, each an individual encounter whose success or failure by the players will determine which scene they play next. The players control their characters, using powers and abilities to attempt to defeat adversaries controlled by the Judge. This is done through the combination of a deckbuilding-like mechanic and the momentum track. The momentum track dictates player and monster initiative, but it's also the mechanism by which monsters are defeated – forcing a monster off the edge of the track eliminates it. Players use powers contained in their decks and on their character sheet, slotting them into available spots to make them ready, then activating them by paying other cards as currency. Wounds to players are handled by adding blank wound cards into their decks, clogging them up and making them less efficient. It's worth noting that this is the only way character decks are modified; there is no way to add more or better powers into your deck as your character increases in power.

The double-edged sword of *Thornwatch* is in its ambiguity. The game has a bit of an identity crisis – on the one hand, the Judge role is described as being adversarial, and the Judge is clearly expected to do their best to defeat the other players. On the other, players receive bonuses for going the extra mile in



roleplaying their characters, and these bonuses are awarded at the Judge's discretion. It would be easy for a Judge to be overly stingy with these rewards so as to have a better chance of defeating the players. The game relies on the Judge to be impartial and fair, at the same time as it expects them to be cutthroat and ruthless. This could be overwhelming for some groups of players.

But this is also where *Thornwatch's* strength lies, because the game is more than the sum of its parts. If you have a group that really gets into it, that knows the setting and loves it, and a Judge that wants the heroes to succeed but is also going to bust their butt to make it as hard as possible, then some fantastic narratives can emerge. The adventures are compelling and interesting stories, drawing on fascinating elements of a deep and mysterious setting. But you have to want it. The first adventure is the weakest of the four included in the base set, which can turn off casual players, and if you have a group that doesn't care about the characters, or the Eyewood, and just wants a standard hack-and-slash dungeon crawl, there are better options available to fill that niche. If, on the other hand, you love this setting and want to dive deeper into it; if you want a linear, module-based game that's still strategy and combat-oriented, but has roleplaying elements beyond just "I attack the monster"; if you want amazing art and unique adversaries beyond just the typical goblins and zombies, then *Thornwatch* is the game for you.

Eric is your friend, and friends wouldn't let you play bad games.



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GRACKLES (FSD 1011)

From Fireside Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"

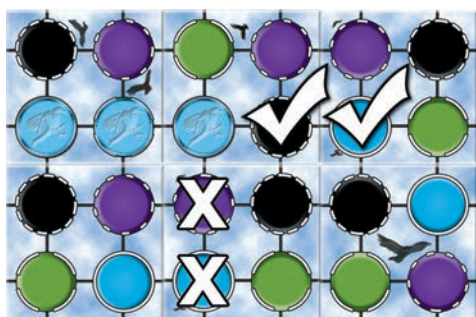


 10 & Up	 2 - 4 Players
 30 Minutes	 \$39.95

Sometimes you want to play a strategy game, but not one that takes hours to play or learn. We find some strategy games so complex that we are already tired of figuring out how to play before we even get starting playing. Well... This is *not* the case with *Grackles*!

In case you did not know, *Grackles* are these beautiful iridescent birds that enjoy gathering together on phone lines. If you live anywhere east of the Rocky Mountains in Canada or the United States, you may have noticed these birds. The goal of the game is to have the most of your birds on the phone wires at the end of the game. Sounds easy right? Well, it takes a lot of strategy to do just that.

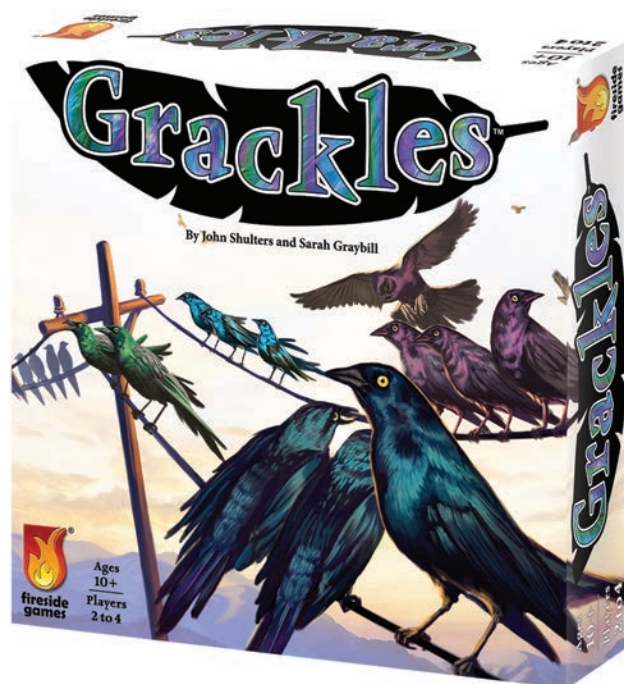
We played this game a couple of times in a row and what is interesting is the silence during the game, almost like a chess match where each player is thinking about their next turn before they decide what move to make. One wrong move and the other players can take over the board with their birds! As usual though we played with just the two of us and found the game to play very well for two players.



HOW TO PLAY

Game setup is very easy. There are 25 tiles that make up the board – 2 are starter tiles that you put on the table to start the game, the rest are shuffled into a draw pile. Each player receives 45 *bird tokens* in their color as well as 5 *rotate tokens* in their color. Each player also receives a player aid which tells you what you can do on your turn. On your turn, you can do one of the following:

1. Draw a new tile and place it on the table. It must be adjacent to an existing tile (not diagonal), and the board cannot exceed a 5x5 layout. Each tile has 4 colored circles on it. When you are placing a tile, you are trying to create the greatest advantage for your color versus your opponent.
2. Place a line of your birds on the board. This can be quite tricky. First, you start by putting a bird on one of your colored circles, then along a straight line, follow the circles to another one of your color, place another bird there. Then, regardless of the circle colors, you fill in all the circles in between to complete the line of your birds. Note that you cannot use an existing line to create a new line at a 90-degree angle.
3. Extend a line of your birds. If a tile has been placed with a circle of your color going the same direction, place your bird token on that circle and any in between. Again, you cannot extend at a 90-degree angle from one of your existing lines. Colors can also not cross each other.



4. You can use one of your five rotate tokens to rotate a tile that does not have any birds on it. This can help you extend your line later, or mess things up for someone else who is trying to build a line of their birds.



So, it is very important to pay attention where the other players are placing the tiles, and take time to think a few moves ahead. Make sure you are not crossing or extending your lines of birds at 90-degree angles, and use your rotate tokens when they make the most sense.

The game ends once the board is complete (5x5) and there are no more moves anyone can make.

The game box says it takes about 30 minutes, but with just the two of us it took less than 20. This is a great game to take on a trip with you: All the pieces could be easily put in a nice drawstring bag if you don't want to carry the box. This is also a fun game that is not hard to teach to family and friends.

We really enjoyed *Grackles* and feel this will be one we play a lot in the future!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



JT SMITH & JAMIE VRBSKY

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RACCOON TYCOON (MIB FRB1300)

From Mr. B Games, reviewed by John and Issac Kaufeld



8 & Up



2 - 5 Players



45 - 90 Minutes



\$50.00

"Tycoon." For players who know and love it, that one word instantly defines the key parts of a whole genre of world-building games.

You begin with limited resources, then you build an engine that makes more resources. Expand your engine until your empire runs like a clock. Keep expanding. Expand some more, and then, finally, you win.

Or at least that's how it worked before *Raccoon Tycoon* from Forbidden Games.

Oh sure, this game may look cute and cuddly on the surface, but there's enough depth and strategy (plus a few pointy teeth) to keep game lovers, casual players, and family groups happily engaged for a long time.

Here are the top five things you need to know about buying, selling, building, and trading your way through the game's delightful world.

GOODS AND ECONOMICS

When you look at the *Raccoon Tycoon* board, you first notice the commodity market, which takes up the board's top half. That makes sense, because dealing with commodities represents about half of your game experience.

The market tracks the current prices of the game's six goods. Prices constantly change as players produce or sell various items.

The rest of the board contains areas for the Railroads and Towns decks, plus a lineup of available building tiles. On the table around the board, you'll make space for goods tokens, the bank, and the Price and Production deck.

ONE TURN, ONE ACTION

Game turns move quickly, so players stay engaged. On most turns, you play a Price & Production card to increase the price of some goods and then add three or more goods to your stock.

As a commodity's price rises, you can sell goods to the bank. The game uses a simple supply and demand model where the price goes down by the number of goods you sold, so you need to pay attention to what other players are stockpiling so you can sell before someone else drops the price.

BUILD MORE THAN AN ENGINE

Being a tycoon-style game, money isn't the ultimate goal. Instead, you use your funds to buy buildings, creating an engine that increases your production, boosts your sales, or offers extra victory points at the end of the game.

Here's where *Raccoon Tycoon* adds one extra twist: You can also buy railroads and towns. These don't affect the economic side of the game like buildings do, but they're vital to winning at the end.

PICKING UP TOWNS

Buying towns takes goods instead of money. On your turn, you can buy a town by paying a few specific goods (like a pair of luxury items) or by trading a bunch of random goods.

Only one town is available at a time, starting with the ones worth the least number of victory points (and with the lowest purchase prices), and then gradually increasing as the game goes on.

Towns give you victory points, plus bonus points if you pair them with railroads.

**GETTING INTO RAILROADS**

Railroads, on the other hand, take money to buy. Each railroad card gives a few victory points, but you get a lot more points by collecting multiple cards for the same line (like Big Bear, Sly Fox, or Top Dog).

Interestingly, you can't buy a railroad card outright. Instead, you launch a railroad auction on your turn, giving every player a shot at buying the card.

In a fun twist, if you don't win the auction, then you get another turn to do anything you want, including starting another auction if you wish. This mechanic created some very fun decisions in our games, as players balanced how badly they wanted a specific railroad card versus what else could happen in the game if they gave the auctioning player another turn.

THE VERDICT

We enjoyed *Raccoon Tycoon* every time we played — and we see that trend continuing with this game for a long time to come. The game is easy to learn and fast enough to play that you can teach a new person and still get in two rounds of play in a couple of hours.

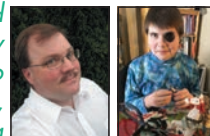
The game's depth comes from its economic side, as well as player decisions and a little dollop of lucky timing. As a bonus, the game includes a free mini expansion that gives players a secret goal to earn more victory points.

Sumptuous artwork and attention to design details make the game's physical experience a delight. It feels good in your hands as you play. We especially appreciated the thick building tiles and coated paper stock they used for the money.

No matter how many times you play, you'll love bringing this one to the table (and love the comfort of knowing that it'll survive another trip).

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





Rick and Morty

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MSRP: \$15
Release date:
Q2 2019

- Simultaneous play: 2 to 4 players play their cards at the same time to rack up kills during the annual "Festival"!
- Simple, addictive gameplay that rewards both luck and strategy
- Weapon Cards are found items or Rick's inventions, leading to effects that can change the outcome!
- Play as Rick, Morty, and others with art from the unforgettable episode of the show



[adult swim]

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DC COMICS DBG: RIVALS - BATMAN VS THE JOKER (CZE 01752)

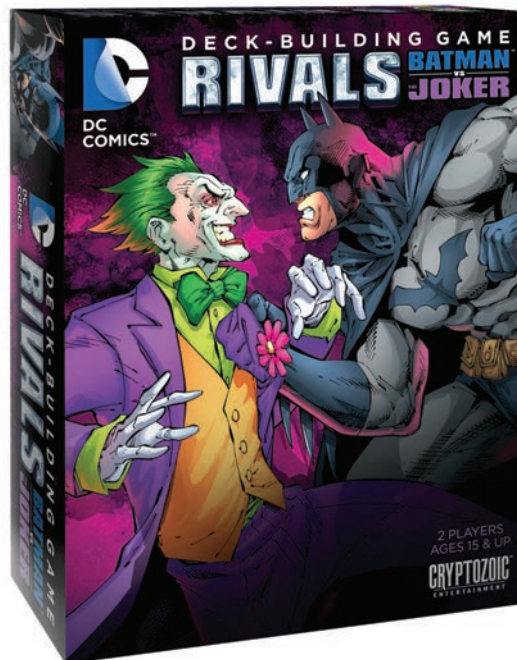
From Cryptozoic Entertainment, reviewed by Brian Herman

 15 & Up	 2 Players
 30 Minutes	 \$20.00

When I first heard about the *Rivals Batman VS Joker* game, it lingered on the edge of my radar for a bit, which was strange. It utilized Cryptozoic's Cerberus deck-building engine, and it featured Batman, which should have made it an immediate grab alone. The only reason I didn't pick it up right away was at the time I was exploring the possibilities of the existing Cerberus engine offerings, from the Justice League Heroes/Villains, the Teen Titans, Rick and Morty, and even Street Fighter! A two-player only game using the same engine didn't have the same appeal as these choices, and I ended up missing out on a great twist on an engine I already knew and was playing.

In *Rivals*, instead of a cast of characters to choose from, each player assumes either the role of Batman or Joker, with three different character Batman/Joker cards, each with three different values. These are stacked next to your starting deck in escalating order. Typically, in the Cerberus engine players all compete against a common Goal card which furthers both individual victory points as well as the end of game, be it a super villain boss or location. When playing *Rivals*, however, your own character cards become the sway points for victory that you and your opponent try to take down. Each time a player generates enough power on their turn and can take down one of your stacked character cards instead of a regular card from the line-up, it goes to their final score pile for end of game. Not only that, but your newly revealed card from the stack is tougher, with a higher cost to take down, and has more powerful abilities that can help you fight back on your turn.

Here's the catch, though. Normally in the Cerberus engine on your turn you play your entire hand, amassing power as you see fit and get to choose whether you take on the boss card or simply buy more items from the line up to further your deck goals. In *Rivals*, each turn before you start playing cards as you examine your opening hand you must make the decision to "confront" your opponent or not. If not, you simply play your cards as normal and buy items from the line-up with the power you have generated. If you decide to announce a "confrontation," you must hit the target value of their top-most character card to attempt to add it to your score pile. If during your turn you fail to hit the number, your power is wasted for the turn and you may not use it to buy items from the line-up. Combine this with the sheer number of cards designed for drawing more cards from your deck or for helping/hindering these confrontations, and you can never be sure when the right time to strike can be. You could have a great hand of opening power and draw ability, but what if you draw into nothing else and your



opponent blocks? This twist alone makes the game leaner, meaner, and certainly more competitive.

Speaking of the cards, there are all new cards for *Rivals*. Sure, the game starts with the standard amounts of Punches/Vulnerabilities/Kicks/Weaknesses we've come to know and love from the Cerberus engine, but I am happy to say Cryptozoic spared no expense on submitting all new art for each card and didn't simply reprint these common cards from a previous DC set. For the line-up cards, I don't think there's a single reprinted card (either in effect or artwork), which is evident in the gameplay. The cards still follow the known types of Hero/Villain/Super Power/Equipment/Location, but they are all geared toward Batman/Joker flavor and gameplay for the 2-player version of this engine. Cards that allow you to generate power for the turn, OR can be played off turn as a "Block" card to add to your character's cost during a confrontation create an immersive sense of Batman and the Joker using every tool in their arsenal (literal or figurative) to gain the upper hand over the other.

Overall, I was incredibly pleased with this offering, my only shame was I sat on digging into the box for so long. If I'm going to play with only one other player on the Cerberus engine, *Rivals* is certainly a refreshing twist and I urge anyone who's played the other Cryptozoic offerings to give it a shot.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.





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THE WALKING DEAD: HERE'S NEGAN BOARD GAME (MGE MGWDN101)

From Mantic Entertainment, reviewed by Thomas Riccardi

 1 - 5 Players	 14 & Up
 60 - 90 Minutes	 \$74.99

Before war broke out between Alexandria, Hilltop, and the Kingdom, the Saviors were working on *surviving*. They already had a great place picked out, but it was crawling with walkers and they needed to clear it before rebuilding society. Will you be able to lead Negan on his own path to help other people as the Saviors, or will you succumb to the hordes of the undead? This is the setting behind the latest game in Mantic Games' The Walking Dead line, and it's appropriately titled *The Walking Dead: Here's Negan!*

Included in this game are 19 miniatures; six of them are the survivors — Negan, Sherry, Laura, Dwight, John, and Tara. These miniatures do a great job capturing the likeness of each of the characters from the source material and will delight Walking dead fans. The rest of the minis are "walkers" (zombies). All of these miniatures are pre-assembled and either ready to play right out of the box, or you could paint them if you prefer.

The game also comes with 16 double-sided board pieces that can be laid out in a variety of ways. Dice, tokens, assorted cards (including stat cards to keep track of each of the players' characters) and a rulebook rounds out the rest of the contents of the box.

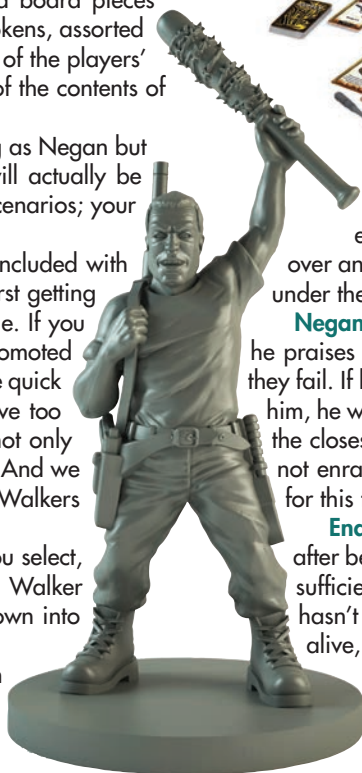
In this game, you are tasked not with playing as Negan but playing as one of his group. Your character will actually be escorting Negan through the various included scenarios; your goal is to keep Negan alive as well as happy.

And there's not just three or four scenarios included with the game - there are *twelve*! They range from first getting to the sanctuary to other objectives down the line. If you earn enough favor with Negan you might be promoted to one of his lieutenants! However, you need to be quick about it and clear the way for him - if you move too slowly, he will take out his frustrations on you not only injuring your characters but also creating noise. And we all know that noise attracts Walkers, and more Walkers is *never* a good thing.

The game is setup per whichever scenario you select, by laying out the gameboard and placing Walker tokens accordingly. The game is then broken down into four phases:

The Survivor Phase: Each of the survivors can take two actions per turn as long as they are not the *same* action (for example, you cannot shoot twice or move twice during your turn). The actions range from engaging in combat with the Walkers, to securing rooms. Once a room is secured, no Walkers will spawn in that location. Combat is also resolved in this phase as you roll dice: Walkers get one die for defense and you get one per your character plus any bonuses for weapons. If you roll more than the Walkers defense the Walker is knocked prone and anything with an ! symbol means that the Walker is killed and removed from the board. Characters must also be careful about the amount of noise they make, as that will increase the threat level and draw more Walkers into the area.

Walker Phase: First a card is drawn, which will produce random effects from raising the threat level, to other hazards that will



hamper the survivors progress. Tokens move only one space while miniatures move two; however, if a token encounters the line of sight of a survivor, flip that token over and roll the corresponding die. Replace that many Walkers under the token as the dead hunger for survivor flesh

Negan Phase: Negan adds a random element to the game as he praises the survivors that do well but also punishes them when they fail. If he starts in a room that's unsecured or with Walkers near him, he will go into a rage and that can mean inflicting damage to the closest survivor, killing Walkers, and/or making noise. If he's not enraged, draw a card from the deck and follow those rules for this turn.

End Phase: The last phase is where prone Walkers stand up after being knocked over and if the characters have not secured sufficient rooms, the threat level may *increase*. If the threat level hasn't passed over into the maximum, there are still survivors alive, and Negan is alive, the game goes to the next round.

If you manage to get Negan to the exit, you win the scenario and the survivor with the most reputation becomes top dog and will get a bonus added in the next scenario!

If you are a fan of the Walking Dead, this is an amazing game that can be played cooperatively with your friends or even solo! And what makes things better is that this set can be used with All Out War for even more scenarios and battles! For more information about this and other games head over to www.manticgames.com/ and get ready to fight for Negan

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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